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PLUS!
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UK LAUNCH SPECIAL
ESPN WINTER SPORTS 2002
DARK SUMMIT
WHEN NINTENDO CHARACTERS ATTACK
PLUS!
DIE HARD
STARFOX ADVENTURES
VIRTUA STRIKER 3
TUROK EVOLUTION
SOUL CALIBUR 2
TOP GUN
Health 100
Armour 000



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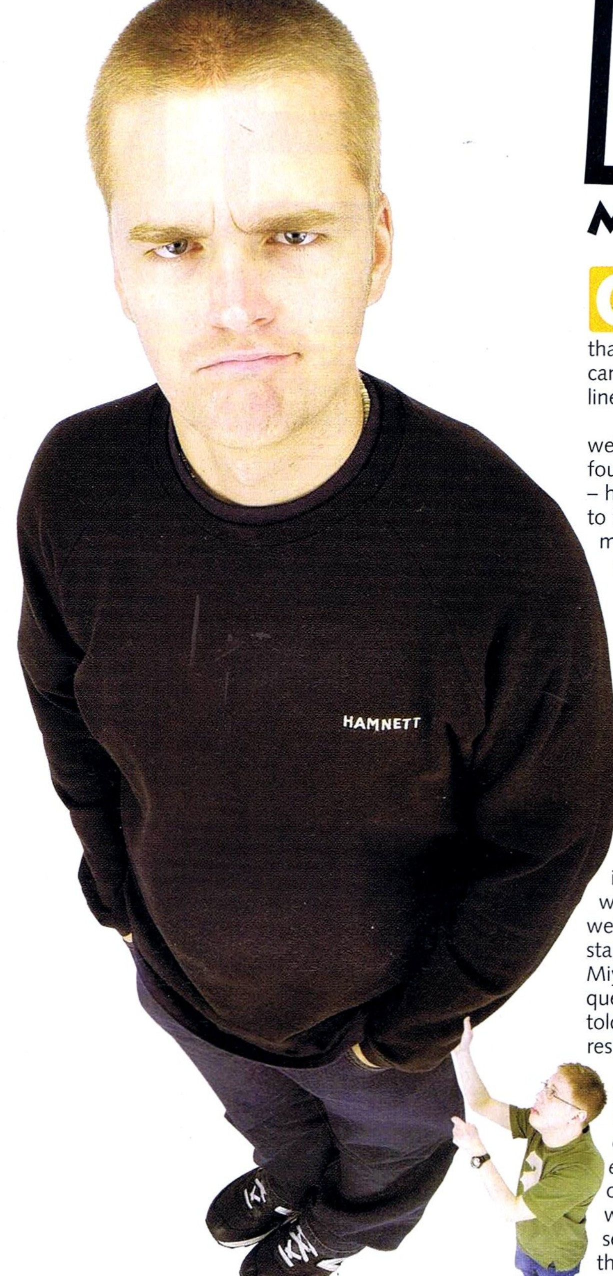


Next issue on sale
Monday 15th April
To find out why it's going to be fantastic, jump to



WELCOME TO





Okay, so their marketing up until now has been virtually non-existent and – as you'll find out in Greener's feature on page 12 – that £150 price tag isn't *quite* the cause for celebration that we might all have first thought (though it's still good), but you can at least say that, this time round, Nintendo have got the launch line-up *right*. Very right. In fact, the breadth of titles is superb.

Never before has there been so much choice. From day one, we've got two Nintendo in-house games, a Star Wars outing, *Sonic*, four sports games (including two football titles), two puzzlers, *plus* – hallelujah! – two driving games and a beat-'em-up. Compare that to the N64 with its solitary two launch games – and spend a moment to recall that we had to wait two years for a decent driving game to turn up and *three years* for a beat'-em-up – and Nintendo fans everywhere have real cause for celebration.

Competition pro

Fact is, in terms of support for its hardware, Nintendo has never had it so good. Luring developers, especially lesser developers – a problem that reared its ugly head time and time again on our old friend the N64 – should no longer be a problem, providing Nintendo continue to do the work behind the scenes, talking to coders and making development easy for them. The hardest part, in fact – and it's not exactly rocket science – will be to stave off efforts from the competition. Sony are already well-established and Xbox has been marketed into the ground and launches two months before Gamecube – so where does that leave the purple wonder box? Well, that's what we've tried to get to the bottom of in our pre-launch feature, starting on page 6, where you'll also find our interview with Shigeru Miyamoto. Others may cower when it comes to firing tough questions at Nintendo, especially Shigsy himself, but we don't. You told us what you wanted to know, and we asked them; the responses, as you'll find out, were well worth waiting for.

Drive harder

Next month, then, will be our UK launch special, complete with one of the biggest exclusives we've ever snagged and reviews of *every* launch game. For now, though, rejoice at the sight of not one, but *two* Special Investigations – *Burnout* and *Die Hard*. We were the only magazine in the world to play both, and you can see what we thought of them on pages 24 through to 31. And the best thing? You only have to wait until 3rd May for *Burnout*.

Tim Weaver
EDITOR

JUST LOOK WHAT WE'VE GOT FOR YOU THIS MONTH!



OUR PROMISE TO YOU

Because we're not tied to Nintendo, only NGC can deliver the most reliable news and reviews first. We answer to no-one except you, the reader, which is why we promise you can trust what you read – every single issue.



THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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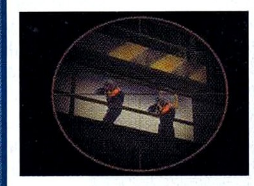
UK LAUNCH SPECIAL!

One-off launch preview – get it!

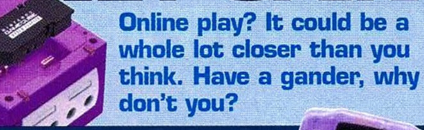


NEWSDESK

Proper news – first!





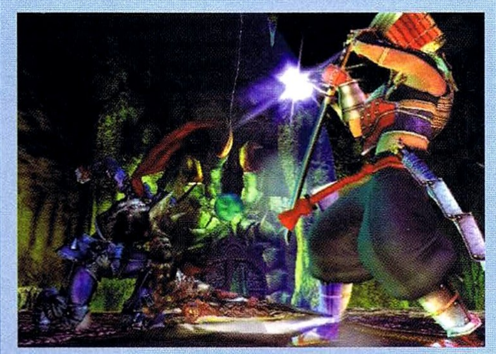


PLANET GB

The only GB mag you need!

COMING SOON

Updates on the big titles!





UK LAUNCH SPECIAL!

The interview you've been waiting for...

CLUB NGC 65

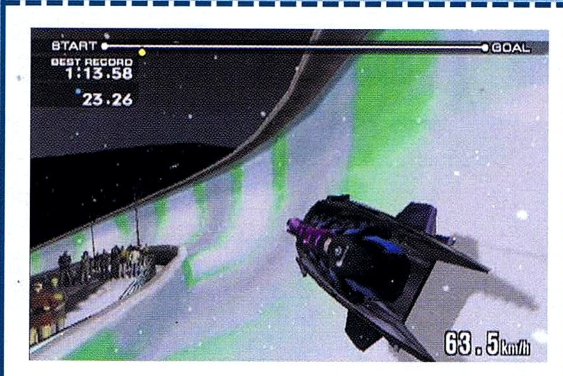
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NGC ARENA The latest games reviewed!

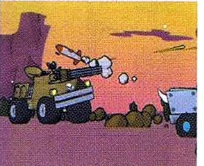
















In preparation for next month's GC launch special, we look at what you've got in store come 3rd May!


Recognise this? Except that's you in the pilot seat this time. Gasp!


Time to wrap the tow rope around that beastie's legs, wethinks.


Expect to take on up to 100 – yes, 100 – TIE Fighters at any one time.

STAR WARS ROGUE LEADER

Here are the two options come May. Either sit numb in front of a protracted two-hour love story saturated with overproduced special effects and eye-wincing dialogue. Or, relive the most spine-tingling moments from A New Hope, The Empire Strikes Back and Return of the Jedi (ie, the good films) in mind-boggling Gamecube-o-vision – and with *you* in the pilot's seat.

It's really not a difficult choice *(especially as you could actually do both, cretin – Tim)*. Episode II pales into insignificance against Factor 5's gobsmacking *Star Wars: Rogue Leader* – it's Gamecube's 'killer app', which means when innocent bystanders clap eyes on the impossibly detailed craft, the staggering mid-space dogfights and the sheer all-round visual jaw-droppingness of this groundbreaking game, they'll be swapping their cash for a Gamecube quicker than you can say Qui-Gon Jinn.

Rogue Leader features 14 levels of Empire-bashing action, most based on classic Star Wars scenes, from the AT-AT-baiting on the frozen wastelands of Hoth to the dogfight over the sunset skies of Cloud City. Everything comes drenched in that classic Star Wars feel, as green and red lasers criss-cross your vision, scores of TIE Fighters scream across the stars, and the series' best catchphrases resound in your ears. If there's a more spine-shuddering gaming moment than hearing a sinister voice mutter "Leave him to me, I will deal with him myself" as you roar along a meticulously-recreated Death Star trench, we haven't seen it. The wars commence 3rd May – make sure you sign up.

INFO BURST

STAR WARS ROGUE LEADER

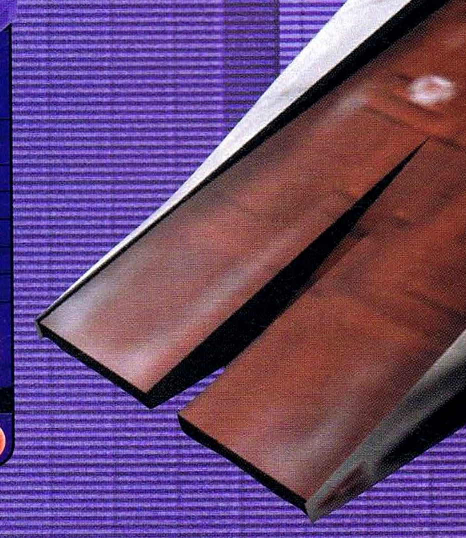
DEVELOPER:	Factor 5
PUBLISHER:	Lucasarts/Activision
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?



US	UK	Japan
Now	3rd May	TBA

ANTICIPATION RATING





Just beautiful, ain't it? No time for sight-seeing, mind – those TIEs mean business. Evil business.

Turret-blasting on the Death Star in Rogue Leader's first mission. Love it.

Cloud City, Gamecube-style. Excuse us while we weep with joy.

The folk at Factor 5 have clearly evolved superhuman coding powers.



Special tricks are needed to hoover up the bigger ghosts – like slapping this guy with his own punchbag.

Food-scoffing ghosts: all a bit Slimer, isn't it?

Luigi's looking pleased because he's just earned the power to shoot ice.

LUIGI'S MANSION

The story goes that when Nintendo set about designing their first Gamecube launch game, Shigeru Miyamoto's cheerful band of coders moaned at having to design yet *another* game starring Mario. Shigsy, kind chap that he is, relented – and the incredible *Luigi's Mansion* is the result.

Nintendo make no secret of the fact that Luigi's fright-filled trip around his haunted house is mainly an excuse to show off Gamecube's graphical finery – visual effects such as the torch shining the plumber's way, the glowing transparency of the Slimer-like spooks, and the icy breath puffing from Luigi's shivering gob just wouldn't be possible on any other console. But the game itself reeks of Nintendo brilliance: cautiously searching dank rooms and sucking up spirits with your hoover is a whole heap of fun – and should keep you more than happy until *Mario Sunshine* shines on the UK in December.

INFO BURST

LUIGI'S MANSION

DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

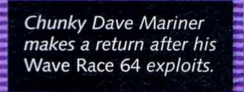
WHEN'S IT OUT?

US	UK	Japan
Now	3rd May	Now

ANTICIPATION RATING



WAVE RACE BLUE STORM



Chunky Dave Mariner makes a return after his Wave Race 64 exploits.



The N64's unrivalled *Wave Race* was always crying out for a sequel – but it took four years and a new console for it to finally happen. *Wave Race Blue Storm* is more a kind of special edition than a true sequel, replicating many of the original's tracks and modes – but with breathtakingly realistic water, authentic weather and flawless handling, it's as adept as its forerunner at making you feel like you're actually *there* on that jetski. Brilliant.

No messing: the weather effects are so realistic, you'll actually feel cold.



INFO BURST

WAVE RACE: BLUE STORM

DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?





Now | 3rd May | Now

ANTICIPATION RATING

SUPER MONKEY BALL

Remember those horribly frustrating handheld toys that had you trying to roll thousands of miniscule ball bearings into equally tiny holes? In a nutshell, that's the simple idea behind *Super Monkey Ball* – use the joypad to tilt a treacherous platform and guide your simian in a sphere to the exit. Inspired, utterly addictive stuff from Sega, with a wealth of multiplayer minigames for added amusement. About as mad as a box of foxes – and a million times as fun.

INFO BURST

SUPER MONKEY BALL

DEVELOPER:	Sega
PUBLISHER:	Sega/Infogrames
HOW MANY PLAYERS:	4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?



Now | 3rd May | Now

ANTICIPATION RATING

50 bananas in 21 seconds? That's asking a bit much of a baby ape.



It's the inane comments from passengers that'll really drive you crazy.



Nasty pile-up over there. And you can guess whose fault it is.

INFO BURST

CRAZY TAXI

DEVELOPER:	Acclaim/Sega
PUBLISHER:	Acclaim
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?



Now | 3rd May | TBA

ANTICIPATION RATING



CRAZY TAXI

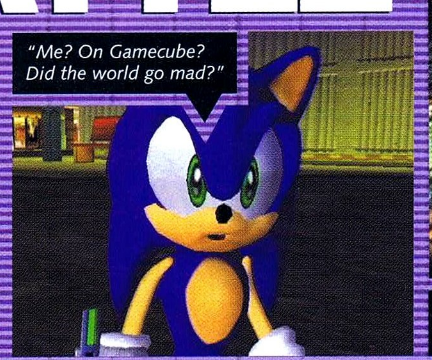
The original coin-op's getting a bit long in the tooth these days, admittedly. But *Crazy Taxi* is still the king of quick-fix arcade-style irresponsible driving thrills, and tearing around the streets (and parks, and beaches, and shopping malls) of a mock San Francisco, dodging traffic and pedestrians in an attempt to get your fare to their destination in superquick time, certainly hasn't lost any of its appeal in the translation to Gamecube. Just don't expect any improvements over the Dreamcast version – it's totally *identical*.



Why stick to the roads when you can cause chaos on the pavement?

SONIC ADVENTURE 2 BATTLE

No need to rub your eyes in disbelief: yup, Sega's spiny mascot, for so long the antithesis of all things Nintendo, *is* coming to Gamecube. This is an updated version of the Dreamcast's less-than-inspiring *Sonic Adventure 2*, but a handful of four-player bonus games, plus compatibility with the GBA link cable and *Sonic Advance* (out right now) to allow the breeding of cute little alien critters on your handheld should hopefully see it right. Maybe.



"Me? On Gamecube? Did the world go mad?"

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05

Run, hedgehog, run! Then run some more. And, er, keep running. That's Sonic Adventure 2 Battle for you.

INFO BURST

SONIC ADVENTURE 2 BATTLE

DEVELOPER:	Sega
PUBLISHER:	Sega/Infogrames
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	Yes

WHEN'S IT OUT?



Now | 3rd May | Now

ANTICIPATION RATING





TONY HAWK'S PRO SKATER 3



A new indicator helps balance during grinds.

Skateboardville's wrinkliest citizen hauls himself onto the wheeled plank once more for the best *Tony Hawk's* yet. Expect bigger and better arenas to 'grind' and 'ollie' your way around, new tricks that improve your combo capability, and an improved and supremely versatile skate park editor. Plus, more rubbish tunes from Offspring and their needlessly shouty friends.

Plainly, this is all going to end in tears.

Tony bravely soldiers on through retirement age.

INFO BURST

TONY HAWK'S PRO SKATER 3

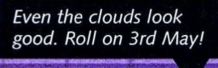
DEVELOPER:	Neversoft
PUBLISHER:	Activision O²
HOW MANY PLAYERS:	1-2
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?



US	UK	Japan
Now	3rd May	TBA

ANTICIPATION RATING


Even the clouds look good. Roll on 3rd May!

INTERNATIONAL SUPERSTAR SOCCER 2



After the dreadful Virtua Striker 3 (see page 38), ISS 2 should hit the spot real nice.

Are you a *FIFA* fan? Then you can get out of our sights right now – for *International Superstar Soccer* is the only footie series worth playing. Its silky controls, fancy moves and glorious animation dribble all over EA's lumpen, excitement-free franchise: and Konami have bagged the rights to use real player names for this latest incarnation, so there's no 'Fago' or 'Seeman' this time. *And* it's 'coming home' (as in, launching in the UK) in time for the World Cup.



So good, you'll forget about the World Cup.

INFO BURST

INTERNATIONAL SUPERSTAR SOCCER 2

DEVELOPER:	Major A
PUBLISHER:	Konami
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	3rd May	Now

ANTICIPATION RATING



Every other launch game, what The Big N's developers think of da Cube and a whole lot more – just turn over!



G-DAY LANDING!

Finally, Nintendo have finalised their plans for invading Europe. 3rd May is Gamecube Day – are you prepared?

About frickin' time. After 18 months of Nintendo staring into the middle distance when anyone dared suggest that it might be a good idea to think about maybe releasing Gamecube in Europe some time soon, this fair continent of ours – the world's biggest games market, incidentally – is just a few weeks from its *official* GC launch day. Yaaaay!

We've waited so long, it's hard to believe Gamecube is at last winging its way to the UK. But as the clock counts down to that magical 3rd May, you'll see a familiar purple box popping up in shop window displays, blazing out of glossy ads in lifestyle mags, confusing your granny in the ad breaks between Coronation Street, and – finally, at last – sitting on the shelves of stores on *your* high street like some beautiful cube-shaped jewel.

No doubt you'll want to plan your launch day down to the tiniest detail, to ensure your trembling fingers are clasped around a Nintendo-branded box at 12:01am on 3rd May. And you'll need reassuring that The Big N aren't going to make a 'Nintendo 64' of things all over again. Four pages of info-drenched NGC investigating should see you right for starters...

AVAILABLE?

Plan where your pennies are going with the stuff that's on the shelves from day one (and see the bottom of the page for the line-up of launch games)...



MEMCARD

MEMCARD (£30)*

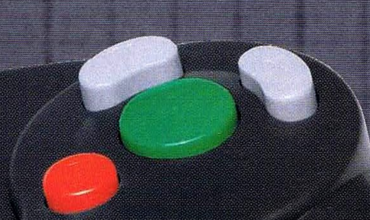
GC-GBA

GC-GBA LINK CABLE (£30)*

CONTROLLER

PURPLE & CLEAR (£30)*
PURPLE (£30)*
BLACK (£30)*





COMPOSITE TV CABLE (£10)*

S-VIDEO TV CABLE (£15)*

SCART TV CABLE (£15)*

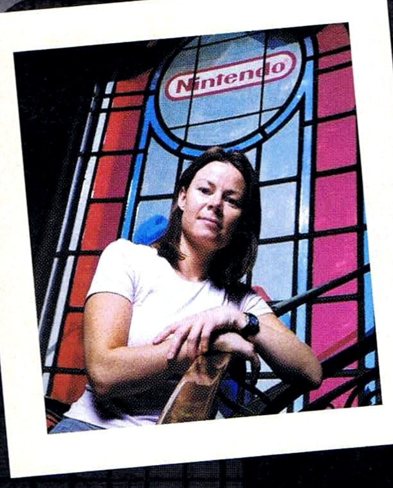
* NGC estimate

GOSEN SAYS...



Information-free spoutings from Nintendo of Europe's PR automaton.

"The Gamecube delivers great gameplay for all players, all ages and all genres - all at a winning price."



After the launch announcement, **Shelly Friend, Nintendo of Europe's Head of PR**, sat down for an *exclusive* chat with **NGC**. Hear her answers to the questions no-one else dared ask...

Q **Why did it take so long to announce a European launch?**

A *All along, we said we wanted to set a date that would guarantee we got everything right. And from our experience – remember, this is Nintendo's eighth console launch – that means ensuring you've got enough consoles to go around, and the games to go with them. When we were promised half a million Gamecubes for Europe by 3rd May, that became the date. And it's accompanied by the biggest-ever games line-up in any console launch in history.*

Q **Is 500,000 really enough for the whole of Europe, though?**

A *That initial batch will be replenished by an extra 500,000 over the following eight weeks. That's a total of 1,000,000 consoles for the launch period.*

Q **How big is the UK's share going to be?**

A *That's something for the individual countries to decide among themselves. But put it this way: we anticipate that the UK will be the biggest GC market in Europe.*

Q **So were there any other release dates in contention?**

A *Not really. It was never a case of drawing up a list of dates and narrowing it down to the best one. Once we finished looking at stock and talking to third parties about potential launch games, 3rd May became the comfortable choice.*

Q **When were retailers let in on the secret?**

A *They found out the same time as everyone else did. We'd had discussions with them, obviously, but they had no advance warning of the date or shipment figures.*

Q **So are Nintendo serious about getting the big stores onside?**

A *In the UK, our sales people have been travelling to stores continually since we announced our launch plans, discussing and planning about how we can support them and maximise Gamecube's presence in British shops.*

Q **The price seems to be causing some issues, mind...**

A *Nintendo doesn't set Gamecube's price – retailers do. Contrary to reports, the big stores can't hold us to ransom over potentially tiny profits, because how much profit they make is up to them.*

> **"I can't say how many Cubes each country will get. But we do believe the UK is our biggest market in Europe."**

Q **Are you worried about Xbox's huge marketing campaign?**

A *We're focused on launching our own console and getting it right. Of course, we're bound to keep an eye on what Microsoft and Sony are up to. But they won't affect our plans.*

Q **So giving Xbox a two-month headstart in Europe doesn't bother you?**

A *Not really. We've got what people want – a dedicated games console, a huge games line-up, and exclusive titles. We've got it right. And the retail price is that much lower than Xbox, gamers should flock to it regardless of the launch date.*

Q **Do you think Sony will cut the price of PlayStation 2 at Gamecube's launch?**

A *Sony are almost old news. I don't think they'll respond to Gamecube – they're more concerned with Xbox.*

Q **Will you be able to guarantee a steady flow of new games after Gamecube's launch?**

A *Yes. The game release schedule that we've drawn up ensures exactly that. After 3rd May, we'll have 50 new Gamecube games arriving in 2002.*

Q **So we're not looking at another N64-style disappointment, then?**

A *The N64 didn't have the installed base that PlayStation did certainly. But Gamecube will be much more successful.*

THE PRICE IS RIGHT. PROBABLY...

Nintendo originally claimed Gamecube would be available in the UK for 'around 249 euros' – £150 – giving Sony, and Microsoft a hefty kick in the teeth.

Now the bad news. As with GBA, Nintendo *aren't actually responsible* for Gamecube's retail price – they simply sell the machines to stores at a certain price, then leave shops to settle on a final price tag. And because of distribution costs and the like, retailers could stand to make an unattractively tiny profit by selling Gamecube at 150 smackers.

So, in the same way that GBA originally ended up costing you £90 – compared to the £65-odd it cost the shops to buy, Gamecube is likely to clock in at £160 or maybe even more. "We're in exactly the same position as we were with GBA," a representative of a leading retailer told us anonymously. "We need to pay taxes and high distribution costs on top of what Nintendo are asking for the machine, and that's got to be recouped. Which means Gamecube could end up with a price tag as high as £180."

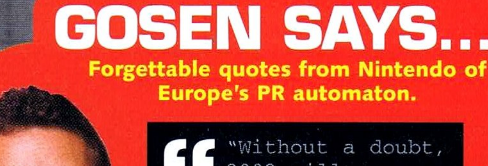
At the time of writing, there were ominous signs that big stores are about to hold Nintendo to ransom over the mooted £150 price. A major chainstore told games trade magazine MCV that they "would absolutely consider not stocking Gamecube" at £150, because of the tiny profits involved.

To confuse matters further, online retailer amazon.co.uk have already altered their Gamecube price tag from £149.99 to £164.99. Why? "Because Nintendo have just changed the cost price," an Amazon spokesperson told us. "And at £165, we're likely to be the cheapest."

Nintendo could not confirm to us a change in price from the original 249 Euros. Regardless, you'll likely need more than £150 in your pocket come launch day.

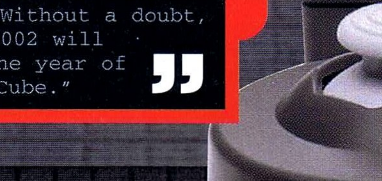
HOW TO GET ONE

With just 500,000 Gamecubes available in the *whole of Europe* on day one, getting your hands on one is going to be tricky. France claims they've reserved 180,000, a figure we believe to be hugely optimistic, but, either way, we reckon there'll be fewer than 50,000 machines sitting in Blighty on 3rd May. Better than the 20,000 N64s we had for that console's launch day, admittedly, but still not enough. There'll be no pre-ordering scheme from Nintendo, and stores could be receiving as few as ten GCs on 3rd May. We spoke to the big boys to find out how you can reserve one.



GOSEN SAYS...

Forgettable quotes from Nintendo of Europe's PR automaton.

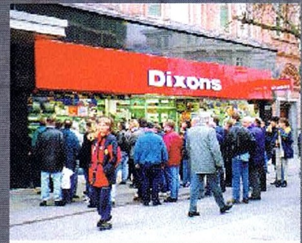


"Without a doubt, 2002 will be the year of the Cube."

Virgin
"We won't be taking pre-orders until after the Xbox has launched," an assistant at the Virgin Megastore on Oxford Street told us. Might be worth paying them a visit in April.



Dixons
Slap £10 on the till at Dixons and you'll be allocated a Gamecube as soon as it arrives at Dixon's main warehouse – and be guaranteed to be taking it home on 3rd May.



Electronics Boutique
Will reserve you a Gamecube and a whole stack of games for a £25 deposit. You're guaranteed to take a machine home on day one – and the deposit's refundable if you change your mind.

Game
Game belongs to the same group as Electronics Boutique, so the system's exactly the same. The assistant advised us in mid-February to get in quick – pre-orders were gathering pace.

HMV
The Oxford Street store told us the console wasn't "on their system" yet. They're expecting a pre-order scheme will kick in a couple of weeks before the actual release.

OR...

Avoid the big retailers and save some cash.

Mail order outlets
May work out cheaper than high street stores. Give the brilliant CA Games (0141 334 3901) a ring, leave your name, address and a deposit, and they'll see you right.

Online retailers
Will probably prove most pleasing to your wallet. www.amazon.co.uk are offering a Gamecube for only £165, and it's free to reserve one.

THE NAMES OF THE GAMES

Over 20 Gamecube games will be available on 3rd May – you can see the eight 'biggies' back on page 6. Here's the rest...



BURNOUT

Acclaim
A proper racer from day one of Gamecube's existence – good stuff. Terrifying speed, eye-wincing collisions.
Delay Probability: 0%

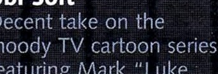


2002 FIFA WORLD CUP™

EA Sports
Yes, it's trademarked, folks. *Not* the *FIFA* title released in Japan a while back, but a whole new World Cup edition.
Delay Probability: 20%



BATMAN VENGEANCE



Ubi Soft
Decent take on the moody TV cartoon series, featuring Mark "Luke Skywalker" Hamill as the voice of The Joker.
Delay Probability: 0%





GAUNTLET DARK LEGACY

Midway
Four-player dungeons 'n' dragons adventure with many a ghost, orc and pixie impatient for a taste of your blade.
Delay Probability: 40%

ESPN WINTER SPORTS

Konami
Konami's less-than-enthralling Salt Lake City sim will arrive three months after the Games' closing ceremony.
Delay Probability: 0%



TARZAN UNTAMED

Ubi Soft
Extreme sports with the jungle massive, as the yodelling ape-boy surfs along tree trunks. Just like in the movies!
Delay Probability: 0%

MONEY TALKS

How will that low, low price tag affect Gamecube's chances? Industry bigwigs speak...

THE RETAILERS

"I think whatever the price, Gamecube's sheer quality will see it fly off the shelves. I'm sure there'll be stock shortages – Nintendo probably won't find out how many machines the UK's got until the containers arrive!"
Stephen Lynn, Marketing Manager (Games), Virgin Stores

"The low launch price will definitely have a positive influence, but most gamers will judge Gamecube on the quality of its launch software – which we think is awesome. Historically, competing consoles quickly reach a fairly equal price point, so it will be very interesting to see what value console gamers place on additional features such as DVD movie playback and the like."
Jon Cronin, Marketing Manager, CEX Computer Exchange

HMV and Electronics Boutique declined to comment.

THE GAME PRODUCERS

"Great! Nintendo are on to a sure-fire winner. The price means, regardless of the competition, Gamecube will be popular with owners of existing next-generation consoles and new ones alike."
Asam Ahmad, PR Manager, THQ

"I'm really pleased – Nintendo are the late entrant into this generation of the UK hardware market, so they needed to find a strong way in. Consumers may perceive it as less powerful simply because it's cheaper – but if they only have £200, will they save up an extra £100 for an Xbox, shell out for an older system, or buy a Gamecube and a game? I'll leave that for you to bet on."
Harvey Elliot, Acclaim Cheltenham

"I'm delighted. Ultimately, though, the software will be key. Pricing and hardware are important factors, but at the end of the day the most successful system will be the one with the best games."
Hugh Binns, Eurocom

GOSEN SAYS...

Monotone words from Nintendo of Europe's PR automaton.

"Quite simply, the Nintendo Gamecube will be the first dedicated games console with such an impressive profile of games to hit the market."



SPIDER-MAN THE MOVIE

Activision
Spin webs (any size) and catch thieves (just like flies) – in the Gamecube interpretation of the Toby McGuire vehicle.
Delay Probability: 5%



DAVE MIRRA FREESTYLE BMX 2

Acclaim
The unnervingly-digitized facial features of the Mirra man stare from the screen in this competent bike sim.
Delay Probability: 20%



DONALD DUCK QUACK ATTACK

Ubi Soft
A much-needed Gamecube update of the N64's own *Quack Attack*. It's Disney – it's a side-scrolling platformer.
Delay Probability: 5%



TETRIS WORLDS

THQ
The first of what will doubtless be many Gamecube adaptations of the ten-year-old Russian brain-scrambler.
Delay Probability: 20%



NHL HITZ 20-02

Midway
With ice hockey having such a huge following here, who's surprised to see this action-packed sim at launch?
Delay Probability: 10%



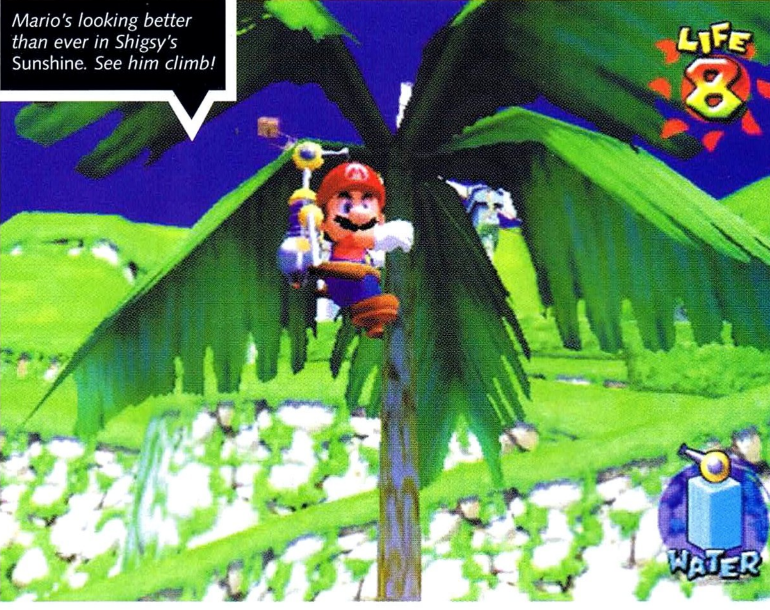


UNIVERSAL STUDIOS

Kemco
Dire journey through the worst minigames known to mankind. Plus Woody Woodpecker's annoying laugh at every turn!
Delay Probability: 0%



Enough with the bugs! When will we see some bigger Metroid baddies?



Mario's looking better than ever in Shigsy's Sunshine. See him climb!

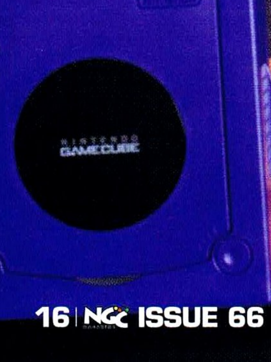
SHIGSY SPEAKS!

Zelda, Mario Kart, and more from Ninty's boss game brain.

Shigeru Miyamoto isn't just the videogame world's most important and influential person – he's also a thoroughly nice bloke. Which is why, wracked with guilt about Europe's loooong old wait for Gamecube, he embarked on a week-long series of European interviews to reassure us that Nintendo *cares* about us Europeans.

After careering through Frankfurt, Milan, Sweden and Paris, the last leg of Shigsy's grand week out was held in a swanky hotel in our very own City of London. And although he didn't hold his hands aloft and scream "Hello, London!" in front of the capacity crowd (eight starstruck British journalists), Mr Miyamoto's final gig proved a suitably exciting finale to his whistlestop tour. Especially as the man behind *Mario* just *loves* to tease gamers with throwaway comments about his secret Gamecube and Game Boy Advance projects.

So, for tantalising tidbits about *Zelda, Mario Sunshine, Mario Kart GC, Pikmin 2*, and, er, *Punch Out*, simply read on...



MARIO SUNSHINE: UPDATE!

"*Mario Sunshine* will be a sort of sequel to *Mario 64*, but a lot of new things make it unique," said Miyamoto – then showed us a new clip of the game! Only two shots were released – so Mark's added sketches of what he saw…



MAP *Mario Sunshine seems to take place entirely in a sun-kissed Mediterranean fishing village.*

COINS *It looks like nabbing cash is as much a part of Mario's occupation as ever.*

WATER *Defeat enemies and wash away paint with your H2O-filled backpack. But we're still not sure how you refill it.*

FOES *Mario Sunshine is packed with never-before-seen characters – including this many-tentacled monster.*

Huge blobs of paint crash to earth – and now we know what the water-filled backpack's for: washing the oily mess away.

It's Yoshi! The friendly green dinosaur is just chatting here, but will Mario be able to hop on his back later and ride around Mario Sunshine's world?

Plainly one of the game's bosses – a super-sized oil-spitting Piranha Plant. Squirt him with your water gun!

Q What's your reaction to the *Zelda* backlash, then?

A *I find the internet discussions very interesting. You've actually started experiencing* Zelda *in a way – talking about games is part of the gameplay these days. I listen to people's opinions, but a realistic* Zelda *would cause some problems. Especially if you want a connection between Gamecube and GBA…*

Q Does that mean *Zelda* is still going to be cel-shaded?

A *The playable E3 version will be practically identical to the Spaceworld 2001 video. However, I have made some adjustments to Link's eyes. Gamers will be able to decide for themselves if they like* Zelda *after playing it. I see it this way: if the game is interesting, you might start to value the graphics as well.*

Q Are Nintendo now concentrating on making shorter games?

A Luigi's Mansion *is a story-telling game – once you reach the end, that's it. But with* Pikmin, *I designed it hoping everyone would play through at least three times. We should concentrate on making unique, rather than longer or more difficult games, with small groups of developers.* Mario Sunshine *has a small team, and will make you want to play again and again.* Zelda, *on the other hand, has a comparitively large team working on it.*

Q Why have we waited so long for Gamecube's European launch?

A *I'm very sorry we are late! We delayed the launch from March to prepare the right amount of consoles – I think we're now better prepared for the launch in Europe than anywhere else. We'll deliver the orange Gamecube here soon, and introduce more colours later on.*

Q Is Nintendo consciously trying to release more adult games?

A *Developers such as Sega think childish games sell better on Nintendo consoles, and often say, "We want to make more adult-oriented titles." I reply, "yeah, actually, that's what we've really wanted all this time." When Shinji Mikami called me and talked about* Resident Evil, *he was worried it was too violent for Nintendo. I told him that violence was not a factor, and he could do whatever he wanted.*

"Capcom said they were worried about *Resident Evil*'s violence. I told them they could do whatever they wanted."



Q So when are Nintendo planning to go online then?

A *This is being developed alongside four-player games and Game Boy Advance-Gamecube connectivity. The trouble is, you can't easily move on to your next project after creating a single online networked game – you have to watch its progress and maintain it. Plus, we hear that only 20 per cent of Europe will have fast broadband internet access by 2005 – why focus on them when we can reach 100 per cent with non-networked titles? But it's possible* Pikmin *could be an online game…*

Q Do you allow your children to test early versions of your games?

A *No! We never reveal any confidential information to children. Never! I do play Gamecube with my children, though, but I don't always win – especially not in* Smash Bros Melee!

Q Do you think you'll ever leave Nintendo?

A *I sometimes get proposals to work in other companies, but I do not say anything to Nintendo about that! Nintendo makes the most innovative products, and I'm not sure I'd be able to make games like that elsewhere. At Nintendo I can make the games I want!*

Q How will Hiroshi Yamauchi's retirement affect Nintendo?

A *Mr Yamauchi always had very definite ideas about how Nintendo should be run, and we have learned a lot from him, so his influence will continue. But maybe we will have more freedom in terms of design and so forth… er ,actually, please don't write that!*

Q Do you share any character traits with Mario?

A He is a hard-working man who isn't that smart or attractive, so maybe there are some similarities there! **NGC**

FUTURE SHOCK!

Copious hint-dropping about future Gamecube titles from Mr Miyamoto…

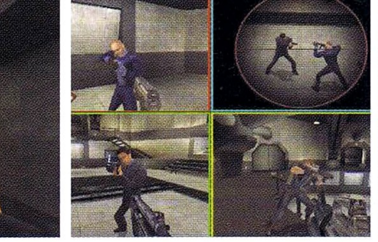
METROID PRIME
"It's been created so that I like it, but there's a bit more American-style action this time. I am confident that it will be released all over the world in 2002."

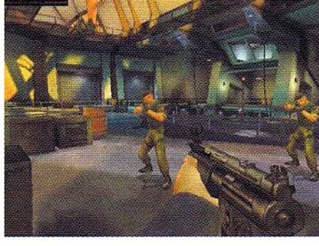
MARIO KART GAMECUBE
"This is one of the titles that occupies my time – and bothers my heart – the most. After a series of meetings, we have almost settled on *Mario Kart GC*'s direction. Expect drastic changes from past games. We are hopeful we'll introduce it in early 2003 – and Sonic could be one of the karters!"

PIKMIN 2
"Developing a sequel to *Pikmin* would be simple – all we would have to do is change the story and make new maps, right?! In fact, I'm working on something completely different…"

PUNCH OUT
Bizarrely, Satoru Iwata claims there'll be a sequel to the ancient NES boxing sim – but won't say when or for which console.

AND IN DEFENCE OF ZELDA…
"What role does realism play? Rather than showing fingers in meticulous detail, it is more important to work on the function of hands and arms in regard to objects."





We mightn't see Agent Under Fire in Europe – but Phoenix Rising is for definite.



The digital version of Maggie Smith will put in an appearance in Harry Potter: Chamber of Secrets.

CLOAK AND DAGGER

Eurocom bringing Harry Potter and James Bond to GC in November.

EA have handed responsibility for the precious Harry Potter and James Bond licences to UK developers Eurocom – who are reportedly ready to bring *Harry Potter and the Chamber of Secrets* and *James Bond in Phoenix Rising* to GC before the end of the year. The launch of the two games will coincide with the release of the second Harry Potter movie and the 20th Bond flick, both of which should be appearing on UK cinema screens in November.

James Bond in Phoenix Rising is reportedly a mix of first-person shooting, chaotic car chases – and, interestingly, third-person exploration. At least one early level is based on the upcoming film's pre-credits sequence – a spectacular water-based chase in Korea where Bond flies in on a Seahawk helicopter and leaps onto a moving hovercraft, the filming of which led to Pierce Brosnan sustaining a minor knee injury in February. Eurocom are thought to have permission to use the digitised features of Halle Berry and Rick Yune – the movie's villains – and John Cleese, who plays R, is expected to record some dialogue especially for the game.

Phoenix Rising's November release poses a tricky dilemma for EA. Their *other* GC 007 game, *Agent Under Fire*, cannot be released in Europe until the end of May, thanks to a six-month exclusivity deal with Sony over the PS2 version, released last November. Launching two Bond games within six months of each other would only ever be considered by a publisher consumed by a nauseating greed for cold, hard cash – as such, *Agent Under Fire* is likely never to see the light of a European day.

Meanwhile, *Harry Potter and the Chamber of Secrets* for Gamecube has been pencilled in for the 15th November – in the US at least. Expect to see levels with flying cars, sorting ceremonies, whomping trees, forbidden forests, and Kenneth Branagh.

Eurocom's previous credits include *Duke Nukem: Zero Hour*, and the excellent *The World Is Not Enough* on N64, the only first-person shooter to leave Rare's *GoldenEye* shaken and stirred. We'll hopefully be chatting to them at May's E3, where both GC titles will be unveiled. **MG**

HEALTH RUMBLINGS

A group of doctors have called for health warnings to be placed on vibrating joypads, after a 15-year-old boy developed painful 'hand-arm vibration syndrome' after playing games for up to seven hours a day.

The symptoms – that include painful pins and needles in the hands and arms – are more commonly seen in people who use vibrating industrial machinery like pneumatic drills. But following the boy's experiences with a vibrating PlayStation controller, a report in the British Medical Journal advised "statutory health warnings" on all vibrating control devices to make clear that "prolonged and excessive use can produce problems."

NGC's very own Tim responded in a recent Radio One interview by claiming that a single case out of the many millions who use vibrating joypads is not a cause for concern, and pointed to advice in all game manuals recommending a break of 15 minutes after every hour of play. **MG**

AMAZING SAVINGS!

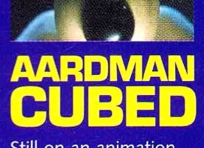
Booyah! With this voucher, you can save five quid on your next GBA-related purchase in all GAME stores.



SHORT CUTS

THREE FOR THE KIDS

The Gamecube world's gone cartoon-licence crazy this month. First, Tomy announce *Zoids Vs*, an insane combat simulator based on a long-forgotten toy range. Then THQ and Nickelodeon combine to create animation tie-ins *Tak and the Power of JuJu* and *InterStellar P.I.G.*. Finally, and best of all, Infogrames announce a multi-character beat-'em-up based on the truly insane *Dragon Ball Z*. So that's that. **MG**

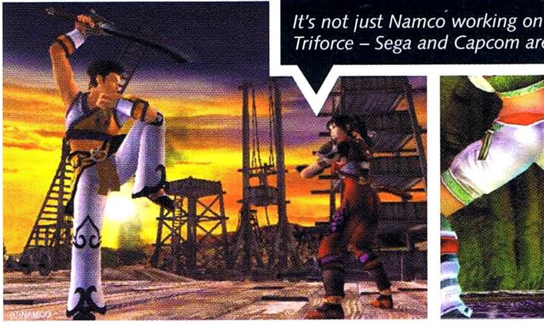


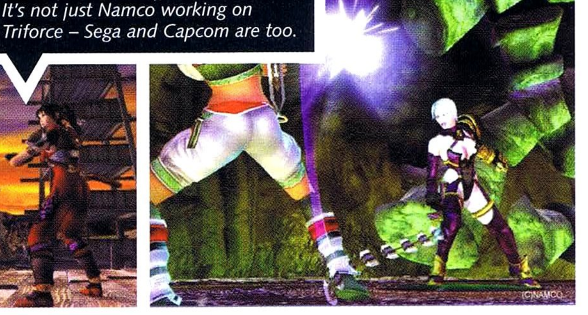
AARDMAN CUBED

Still on an animation bent, UK developers BAM! have signed on the dotted line with Bristol-based Aardman Animations – home to Nick 'Wallace and Gromit' Park – to produce a range of games based on their claymation faves. The first fruits of this deal will appear next year, in the form of a 'multi-platform' game based on the hapless northerner and his canine buddy. First Gamecube shots as soon as we manage to sneak them out of BAM! HQ. **MG**

TRI HARDER

Gamecube-based coin-op hardware finally a reality.





It's not just Namco working on Triforce – Sega and Capcom are too.

Long-running whispers of an arcade system based on Gamecube's innards, jointly developed by Nintendo and Namco, have finally been confirmed – but with the unexpected addition of a third partner, in Nintendo's new best buddies Sega.

The system is called 'Triforce', a name borrowed from the *Zelda* series' equivalent of the Holy Grail, and is based heavily on the Gekko and Flipper chips found inside Gamecube. According to the three developers, it's designed to make coin-op development cheaper for developers while 'linking the arcade and home market' – a veiled reference to some kind of link-up between Gamecube and coin-ops using Triforce hardware. The ill-fated SNK Corp experimented with such a system, using memory cards that enabled you to transfer saved game data between the Neo Geo console and arcade games.

Despite all this, Namco wouldn't confirm the never-ending rumour that the coin-op version of *Soul Calibur 2* will be running on such a system. But fascinating internet gossip claims that a Namco-ised interpretation of *Super Smash Bros Melee*, with characters such as Pac-Man and Yoshimitsu scrapping it out, has been in development on Triforce hardware for some time now.

Triforce will make its first public outing at the AOU coin-op exhibition in Tokyo in late February – coincidentally, the very same place that the *Soul Calibur 2* arcade cabinet will be premiering in playable form. **MG**

LINK TO THE FUTURE

The GC-GBA link cable will be supported by more than half of the Gamecube games released in 2002, according to a Nintendo of Japan spokesperson – including six games developed by Nintendo themselves.

Sonic Adventure 2 and *Animal Forest +* are the only games to date that exploit the cable, and in a fairly limited way. We're hoping Nintendo's future projects (*Flippin' Kirby* and the inevitable *Pokémon GC* are two) take more advantage of the cable – offering radar screens, face-mapping and the like.

Meanwhile, a shortage of link cables in the US has led to Nintendo restricting availability to their online store – which doesn't bode well for the lead making it to Europe for 3rd May. **MG**



Control of the pink fella in Flippin' Kirby switches between the GBA screen and your telly. Intriguing.

水の都の護神 ラティアスとラティオス

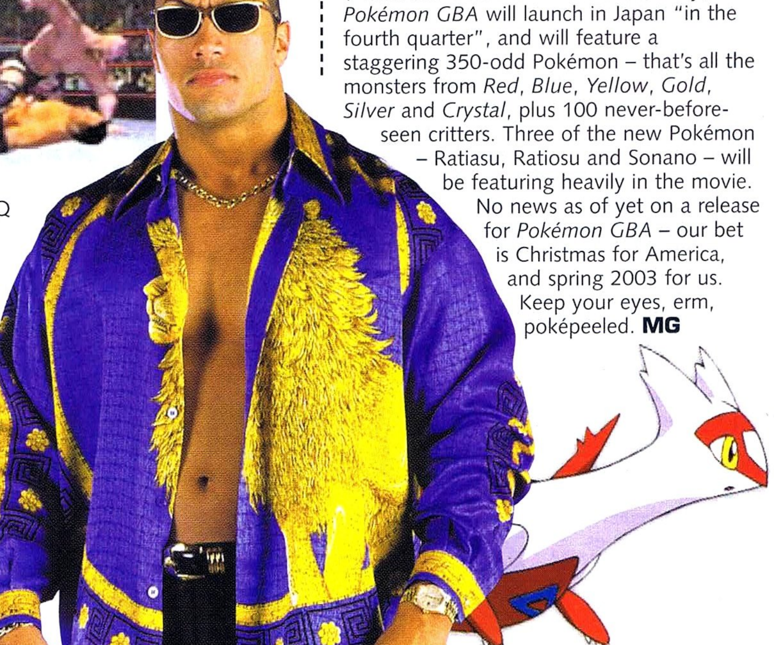
2002年7月13日(土) 全国東宝系ロードショー

POKÉMON GBA CONFIRMED

The fifth Pokémon movie has been announced in Japan – alongside some tantalising tidbits of information about the long-awaited Game Boy Advance *Pokémon* game.

According to the director of the movie (Pokémon: Guardian of the Water City), *Pokémon GBA* will launch in Japan "in the fourth quarter", and will feature a staggering 350-odd Pokémon – that's all the monsters from *Red*, *Blue*, *Yellow*, *Gold*, *Silver* and *Crystal*, plus 100 never-before-seen critters. Three of the new Pokémon – Ratiasu, Ratiosu and Sonano – will be featuring heavily in the movie. No news as of yet on a release for *Pokémon GBA* – our bet is Christmas for America, and spring 2003 for us. Keep your eyes, erm, poképeeled. **MG**

WWF X-CLUSIVE

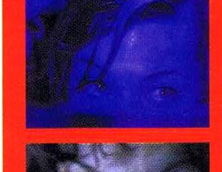


With dollar signs spinning around their eyeballs, THQ have officially unveiled *WWF Wrestlemania X8*, developed by Japanese codeshop Yuke's Co. exclusively for Gamecube.

Planned as a US summer release – with a Christmas launch likely in Europe – *Wrestlemania X8* will recreate the matches featured in the all-star event of the same name, held in Toronto in March. Up-and-coming 'rasslers Rob Van Dam, Booker T and Lance Storm will number among the 35-plus characters 'scrapping' it out on Gamecube. Ageing legend Hollywood 'Hulk' Hogan will also be hobbling back into the ring.

Reversals and 'momentum shifts' are now the focus of play, rather than the arm-locked grappling of old, and GC's hyper-powered innards will allow up to *seven* characters on screen at once. More next issue. **MG**











RESIDENT EVIL THE MOVIE

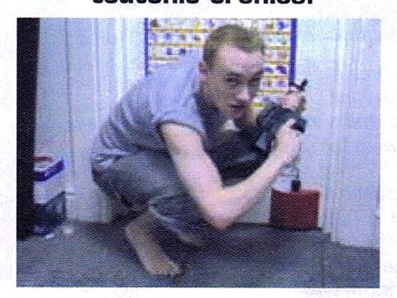
With the *Resident Evil* series now exclusive to Nintendo, the forthcoming movie will no doubt hold particular interest for Gamecube fans. Here are some shots from the latest trailer for the Mila Jovovich-starring zombie horror-ama, which one insider has already described as "rubbish". Hmm.

VIRTUAL REALITY

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH: Bursting into an office, John McClane-style!

THE TEST: Wearing grubby vest and carrying a 'piece', Geraint chooses his moment to pounce on Hans Gruber and his evil teutonic cronies.





RESULT: Disinterested office staff, astonishing embarrassment.



3DO RETURN

The just brilliant 3DO have announced their plans for Gamecube, with no fewer than eight games due to be excreted in 2002 – including a depressingly inevitable *Army Men* game.

Jonny Moseley Mad Trix and *CUBIX: Robots For Everyone* are among the line-up, which company CEO Trip Hawkins claims are part of a line-up of "top-quality products based on key brands that will appeal to the principal demographic audience for particular platforms." Yawn. Expect the other five games to be *Army Men* titles. **MG**





"Adrian! Adrian!" Despite 'Sly' Stallone's involvement, you won't be hearing that in Driven on Gamecube.

SHUT UP AND DRIVE

Stallone muscles onto Gamecube.

BAM! are in development with *Driven*, a drive-'em-up based around the Sylvester Stallone film of the same name, following the exploits of hot rookie Indy Car driver Jimmy Bly and his veteran racing coach Joe Tanto.

The developers at BAM! had access to the movie script way before the film was even released, and with such insider knowledge they've managed to deliver a racing experience that's both challenging, and plot-driven. You're set progressively more difficult objectives to complete – chasing down a particular opponent, beating lap times under strict conditions, or even stopping a particular rival from passing you by blocking them as they attempt to overtake.



The tension is unbearable as the racers wait for the green light.

Ultra-cheesy – but undeniably amusing – stills and dialogue voiced by Sly Stallone himself and (oddly enough) Greg 'Whose Line Is It Anyway' Proops complete the package. More next month. **MG**

GAMECUBE'S NET GAIN

Nintendo of Japan director Satoru Iwata has revealed that Gamecube will be going online in "late 2002", and that "considerable" time and money is being ploughed into allowing owners across the globe to communicate and play with each other. The company are clearly further along with their online plans than most suspected, despite the inevitable technical obstacles. "The hurdle associated with creating console-based online games is high," said Mr Iwata. "It's something Nintendo is pursuing earnestly. But we realise games won't immediately sell a million copies because they're network compatible."



Gamecube's modem slots neatly into the console's bum.

Nintendo dismissed the idea of following Sony's lead and allowing Gamecube owners to play against PC users online. "It would require significant resources and pose a technical challenge to unite Gamecube and PC owners," Mr Iwata said.

Mr Iwata also claimed that *Metroid Prime* is "coming along well" and on course for a 2002 release, and tentatively reaffirmed Shigeru Miyamoto's promise that *Mario Sunshine* will be ready for Japanese gamers in summer. **MG**

SHORT CUTS



HONOR ON A GC

The executive producer of the acclaimed *Medal of Honor* series on PC has hinted that the WWII-based blaster could soon be marching onto a Cube near you. "The series has a very strong future across new platforms," Rick Giolito told an online site. "We are thinking about a Gamecube version [of *Allied Assault*], but we need to see where the demographic for the hardware lies." Lord alone knows what Nintendo will make of the super-realistic gun-toting and Jerry-baiting, mind. **MG**



HEADS WON'T ROLL

Just as we went to press, Titus announced *Barbarian* as a Christmas release for Gamecube. A 3D multiplayer scrap-'em-up in the style of *Gauntlet Legends* and developed by *Xena: Warrior Princess* coders Saffire, *Barbarian* is inspired by the Speccy classic of the same name, best remembered for allowing you to decapitate your enemies. *Barbarian* on GC does not allow you to decapitate enemies. **MG**



One night. One club. One question:

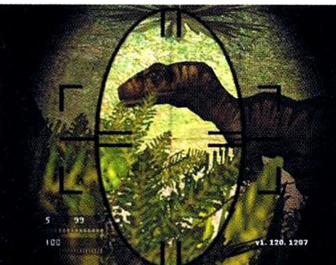
What do you know about cocaine?

Sponsored by the lovely Acclaim

COMPETITION

WIN!





PLAY TUROK 4 BEFORE ANYONE ELSE!

There ain't no doubting, as George W Bush might say, that this latest **NGC** compo is probably the finest – and most eye-wideningly, leg-crossingly exciting – we've ever run. So good is it that 'Little' Geraint was trying to bend the rules so he could enter. Until, that is, we gently 'jabbed' him a cattle prod.

If you missed last issue, then you missed an official entry form like the one below *and* the first piece of the jigsaw to go on it. Erk! All is not lost, though. We'll be running a second official entry card in our August issue, and, for this month only, we've hidden that elusive first piece of the jigsaw away in the mag somewhere, to give those who missed one last issue a chance to start their collection. And, remember, there's also a second piece concealed somewhere within this issue too. By the time you've found them both, you should have two out of the six pieces – four more will follow in the next four issues.

So, get looking, we would.

OUR MOST AMAZING COMPO EVER!



THE PRIZE
Fly to the States to play Turok Evolution before anyone else in the world!

ENTRY CARD
Free with last month's issue – if you missed it, look out for it again in the August issue of **NGC**!

JIGSAW PIECE 1
Re-run, and sneakily hidden, for those who missed it last issue...

JIGSAW PIECE 2
The second piece of the jigsaw is hidden away somewhere in this ish!

KEEP IT SAFE!
This entry card is the only way you can enter the compo – keep it safe!

HOW IT WORKS...

You need to collect all six pieces of the jigsaw, stick 'em onto your official entry card and then answer a tie breaker, to be run in our August issue. Then, whichever entry we deem to be most worthy will win the prize. Simple!

THE (YAWN) RULES

1. The closing date for entries is 24th July 2002.
2. The competition is open to all UK residents except employees of The Future Network plc, Acclaim, any of its wholly owned subsidiaries, marketing services agencies, handling houses or other companies involved directly with the administration of this compo.
3. All entries must be sent to: I want Turok 'n' roll!, **NGC** *30 Monmouth Street, Bath, BA1 2BW. All entries must be sent by prepaid post and received by Wednesday 24th July 2002, irrespective of the date of posting. Proof of posting won't be deemed to be proof of delivery.*
4. Any entry that is incomplete, illegible, late or otherwise does not comply with the rules may be deemed invalid in the sole discretion of **NGC***'s silver-tongued editor.*
5. All entries will be examined. The prize will be awarded to the competitor who has properly completed the entry card as well as correctly answered the tie breaker. If there is more than one correct entry the winner will be the entrant who, in the sole opinion of the judges (well, when we say 'judges', we actually mean the **NGC** *team), has submitted the wittiest response to the tie-breaker.*
6. The panel of judges will be made up of such luminaries as Tim, Greener, Geraint, Paul, Dan and J. Lee.
7. There is no cash alternative to the competition prize.
8. No purchase is necessary. For an entry card, please write to: Turok 4 form, **NGC** *Magazine, 30 Monmouth Street, Bath, BA1 2BW.* **Do not phone us.**
9. The Editor's decision on all matters affecting this competition is final and legally binding. You could say he's in total control. Like The Fonz – only twice as good looking. Heeeey.
10. If an entrant is under the age of 18, he or she must get the permission of a parent or guardian before entering. Also, if the winner is under 18, he or she must be accompanied by a parent/guardian. Please make sure you get the a-okay from the folks before entering.
11. No correspondence will be entered into.
12. The winner of the holiday (and their parent/guardian/friend/hamster) must be available to fly during the months of August or September. An actual date will be confirmed at the time the winner is contacted.



This bridge looms extra-large in the terrifying bumper-cam view.

That's a handy bit of boost earned by just missing that car.

CAR SHOW-VROOM!

Burnout's vehicles are graded according to their ease of use. So, the Super Mini, which is wee enough to avoid trouble and turns like a well-oiled turning machine, is an easy ride and the ideal choice for Burnout beginners. But soon you'll want to step up to the 'medium' and 'hard' saloons and sportsters, which give you vital speed at the expense of a degree of responsiveness.



Scenery this crisp just wasn't possible on the PlayStation 2. Ha!

SPECIAL INVESTIGATION

BURNOUT

The wait for a truly outstanding, arcade-quality N64 racer wasn't pleasant. Sneakily-named but downright awful *GT64* was about the best the console could offer until *World Driver Championship* – and later, the superb *Ridge Racer 64* – rode into town *two years* after the N64's release.

It's gratifying, then, to discover that such a shocking state of affairs isn't about to be repeated on Gamecube. From day one of the console's UK existence, there'll be *Burnout*. True, it's not the first racer to borrow liberally from *Ridge Racer*, *Crazy Taxi* and the like – but it *is* one of the precious few that *successfully* mixes and matches the best bits of videogaming's racing history. Plus, there's the game's infamous Unique Selling Point™ – a million-and-one horrifyingly realistic (and replayable) multi-car smash-ups. Mmm!

We weaved our way through the real-life traffic chaos on the M4 to see *Burnout* first-hand at Criterion's Guildford-based studios – here's every shot and drop of info we could extract from them. Ignition!

Burnout successfully mixes the best bits of videogaming's racing history

INFO BURST

BURNOUT

DEVELOPER:	Criterion
PUBLISHER:	Acclaim
HOW MANY PLAYERS:	1-2
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

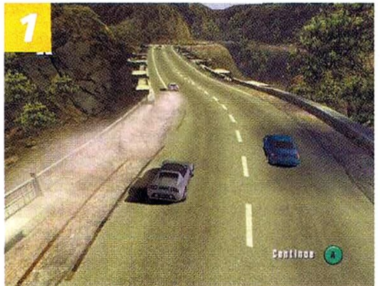
US	UK	Japan
Apr	3rd May	TBA

ANTICIPATION RATING

CRASH AND BURN

Criterion have created the world's most realistic car crashes for *Burnout*. Prepare to wince…

1



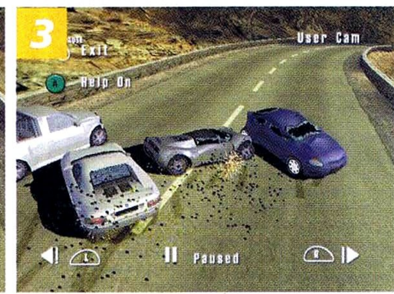
This crazy motorist is a danger to both himself and others. Look at the way he weaves through oncoming traffic at insane speeds!

2



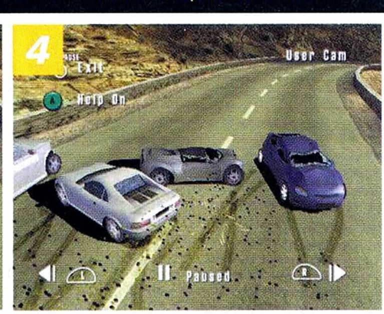
Then… crash! The inevitable happens! At a speed of 90mph, he collides with some poor innocent civilian coming in the opposite direction!

3

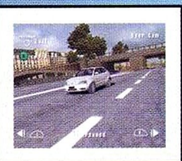


But the consequences of this driver's suicidal attitude are far from over! Watch as debris is sent flying across the road as more cars pile into the chaos!

4

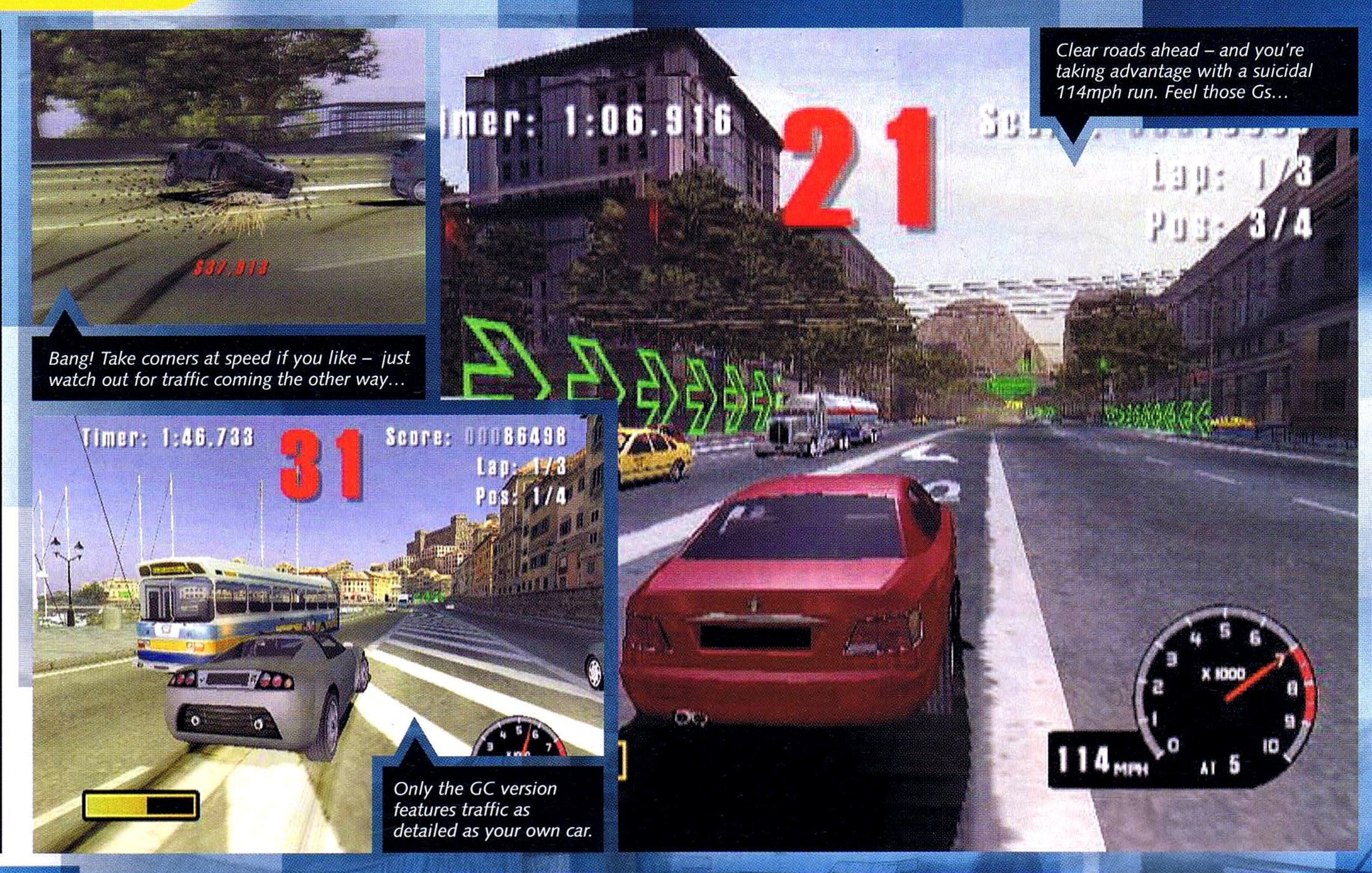


This driver thinks he can relive his actions via Burnout's replay option. But the only reliving he'll be doing is in the state penitentiary! Er – yes!



TRAFFIC WATCH

The traffic in Burnout isn't particularly varied – it's all cars, buses and articulated lorries, and then some more of the same – but it's good to see that it all matches the city you're causing mayhem in. Select Burnout's London-alike track, for example, and you'll even spot the familiar blue-and-orange stripes of the UK's omnipresent Stagecoach bus company. A nice little touch.



Bang! Take corners at speed if you like – just watch out for traffic coming the other way…

Only the GC version features traffic as detailed as your own car.

Clear roads ahead – and you're taking advantage with a suicidal 114mph run. Feel those Gs…

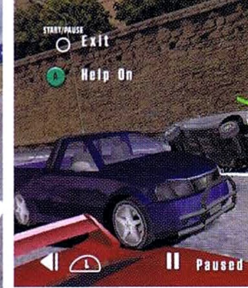
AARGH! (CRUNCH)

More tyre-screeching, bodywork-splintering action? You got it.

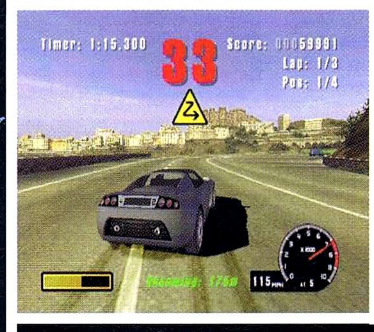


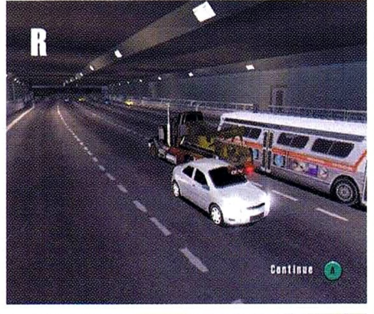






CRASH TESTING





Bizarrely for a game that's built around a star-spangled car-crash engine, the aim of *Burnout* is to *avoid* crashing. Driving on the wrong side of the road and *just missing* collisions will pump up your turbo meter, which in turn will give you a better chance of sailing over the winning line in first place. If you *do* pull a Marc Bolan, you're forced to sit through a multi-angled replay of the crash before the race restarts – but because Gamecube's dreamy joypad lends itself so well to dodging traffic, you're interrupted by collisions far less than in the PS2 version. In fact, the brief replays give you time to catch your breath and steady your pulse after the terrifying experience of piling headlong into the back of a bus at 120mph.

It was originally titled *Shiny Red Car*, and inspired by the outlandish car chases in espionage flick Ronin. Now, after a successful outing on PlayStation 2, *Burnout* is coming to Gamecube – and it's smashing. Quite literally.

We like to think of *Burnout* as the spiritual follow-up to *Outrun*, Sega's revolutionary Ferrari Testarossa race-'em-up from way back when. Both games ask you to pick your way through rush-hour traffic at cop-baiting speeds, both pit you against an ever-ticking clock – and, most importantly, both punish collisions by sending your car spinning off the road.

But where *Outrun* contented itself with rotating your fancy red motor around a few times with all of three frames of animation, *Burnout* takes multi-car pile-ups to a new, ever-so-slightly disturbing level. Career into an oncoming driver and your vehicle doesn't just stop dead a la thousand drive-'em-ups before it – it spins or flips or leaps into the air, windows shattering, shards of metal and paint scattering in the air, the car's bodywork crumpling and warping in the most realistic of manners. Sickos can even view every crunch and dent in stomach-turning slow-motion, via *Burnout*'s handy replay option.

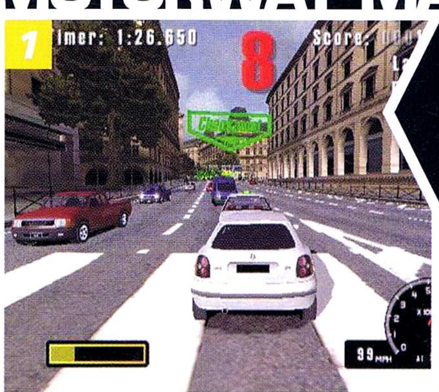
Burnout takes multiple-car pile-ups to a new, slightly disturbing, level.

Those eye-popping crashes explain why *Burnout* is one of the few racers *not* to feature real-life motors. The likes of Nissan and Toyota don't much like their creations being smashed to bits, so Criterion offer generic models, where any resemblance to real-life cars is *purely* coincidental.

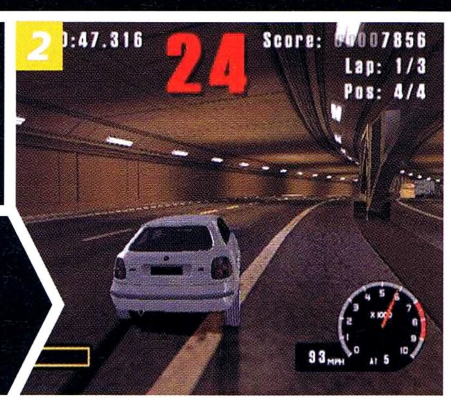
But the handling is a dream. None of your frustrating real-life physics here – every twitch of the analogue stick has the car responding in a gratifyingly

MOTORWAY MANIA

With Burnout's intelligent AI you can cause movie-style mayhem.



1 Tear down the wrong side of the road and the petrified drivers of oncoming cars will beep, flash their lights, and do their best to avoid you.



2 Woe betide any CPU racer who creeps up alongside you – via skilful nudging, you can bash them into the path of traffic. Crash!



3 Crossroads are ripe for multiple pile-ups – pick your moment and you can bring anything up to 20 cars to the party.



4 Fill your turbo meter, hold R, accelerate to 200mph – and, inevitably, race headlong into the car crash to end all car crashes.



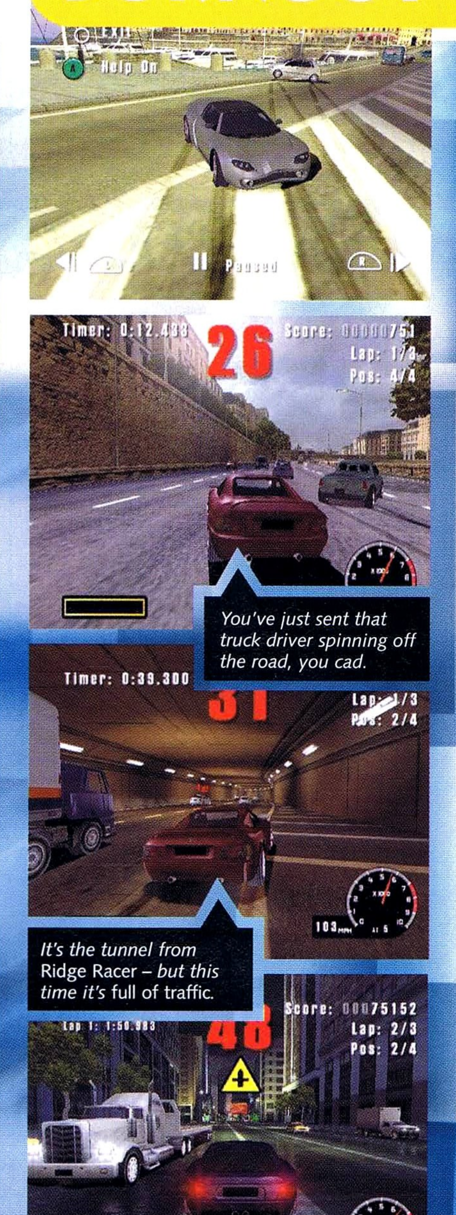


View eye-wincing pile-ups from any angle in the handy replay mode.

arcadey way, so dodging trucks and powersliding around corners is a cinch. And it's not just civilian drivers who force you to perfect your reactions, as *Burnout*'s tracks – closely modelled on London, Paris, Tokyo and nine other cities – are riddled with hairpin bends, horrid twisty-turny sections and narrow bridges that'll have you holding your breath for the entire race. Throw in three caddish CPU rivals who enjoy nudging you into traffic and top speeds of up to 150mph, and you've got some seriously hectic play.

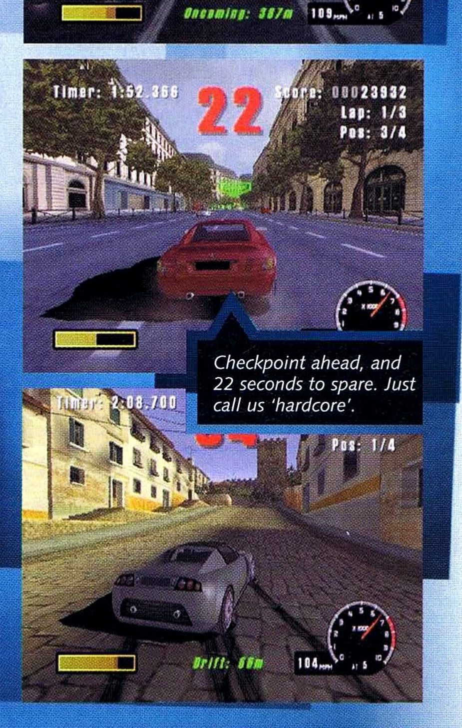
Criterion have crammed in tons of improvements for the GC version, including analogue acceleration with the shoulder buttons *or* C-stick, crisper visuals and vehicles that crumple more realistically in crashes. We'll have more next issue... **NGC**





You've just sent that truck driver spinning off the road, you cad.

It's the tunnel from Ridge Racer – but this time it's full of traffic.



Checkpoint ahead, and 22 seconds to spare. Just call us 'hardcore'.



DIE HARD

John McClane is enjoying the quiet life. No longer feeling the need to run about in seedy industrial parks, wearing oily vests and scowling through his lady-chafing stubble – he's left it all (well, maybe not the stubble) to his daughter, who has decided to follow her grizzled paw into the force and has graduated from the LAPD Academy.

Through some unfortunate coincidence however, her first case involves the son of a certain Hans Gruber, the sinister über-thief you may remember from the first movie. Junior has returned to the neighbourhood vowing revenge after hearing of his father's plunge to doom while flailing his arms like a crazed ape. Naturally, Ms McClane's first port of call is poppa John-boy (aka *you*), who must gather enough weaponry to support a small army and go and help bust some skulls – all in the name of justice, mind.

If only you'd stolen the sausages, you might not have had this problem.

Despite being quite a way off being finished, graphically things are coming on an absolute treat.

INFO BURST

DIE HARD

DEVELOPER:	Bits Studios
PUBLISHER:	Vivendi
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

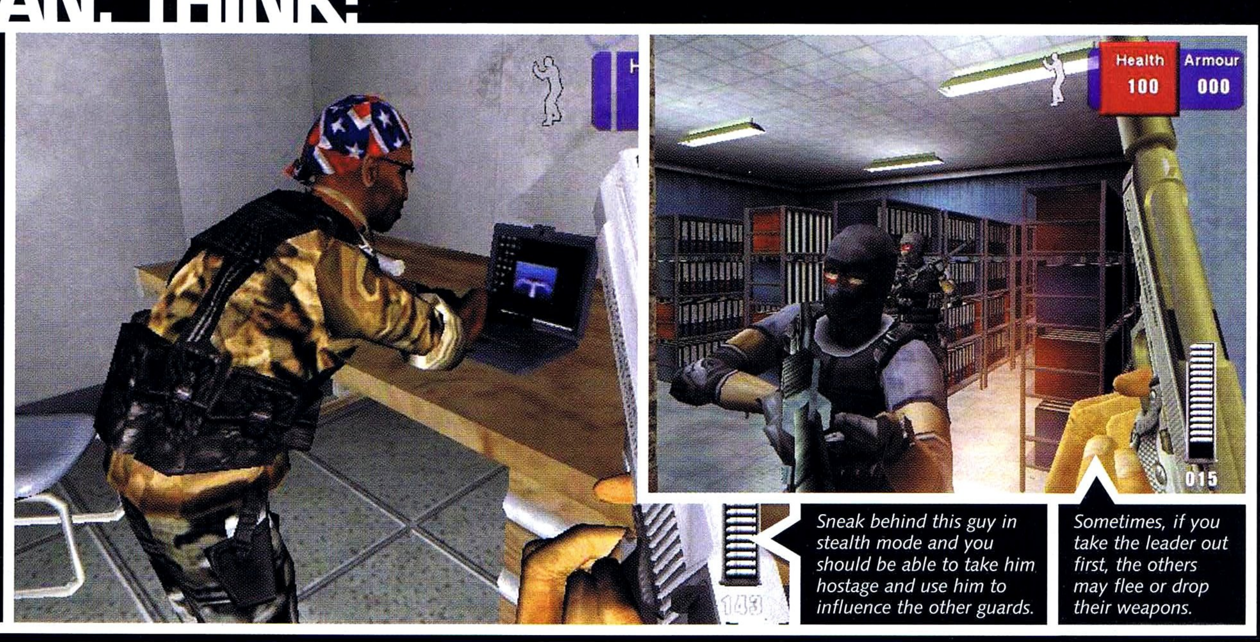
WHEN'S IT OUT?

US	UK	Japan
Winter	Winter	TBA

ANTICIPATION RATING

THINK MAN. THINK!

Identifying a group of guards' leader is a very important aspect of the game. Take him out first and the rest may behave more frantically or even run off. However, being a rozzer, you can't really go round blowing peoples' heads off for no reason. Another alternative would be to identify the leader, sneak up from behind and get him in a headlock before putting your gun to his head. The other guards should then drop their weapons for you to pick up – not a bad tactic for ammo conservation. Get the wrong guy, though, and both you and your worthless butt could end up in the nearest emergency room.



Sneak behind this guy in stealth mode and you should be able to take him hostage and use him to influence the other guards.

Sometimes, if you take the leader out first, the others may flee or drop their weapons.

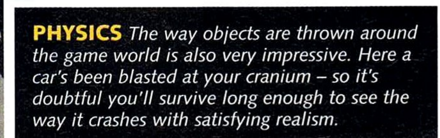
STEALTH, CAMERA, ACTION...

Die Hard is chock-full of tasty special effects and great new ideas – here's a quick look at just a few.

CHARACTER SKINS *These are superbly detailed, showing creases in the skin and realistic eye movements. What's more, when you speak to individual characters, their faces are accurately lip-synched.*

VISUAL EFFECTS *Massive, jaw-dropping explosions such as these are plentiful, with some wonderful billowing opaque flame effects. This is just a taster of things to come.*

DEATH *Guards react differently depending on where they're hit. Also, in a genuine stroke of genius, awesome cinematic sequences are attached to significant guards – causing the action to slow down while the camera follows the path of your killer bullet, Matrix-style.*



PHYSICS *The way objects are thrown around the game world is also very impressive. Here a car's been blasted at your cranium – so it's doubtful you'll survive long enough to see the way it crashes with satisfying realism.*

GUNS AND GADGETS *Nothing over the top because this is supposed to be realistic, but they're beefy enough to give you a great deal of satisfaction as you gun down hordes of angry guards. There's also a whole load of other gadgets on offer, like a little PDA device that lets you hack into security networks and check which way the cameras are pointing. Very handy.*

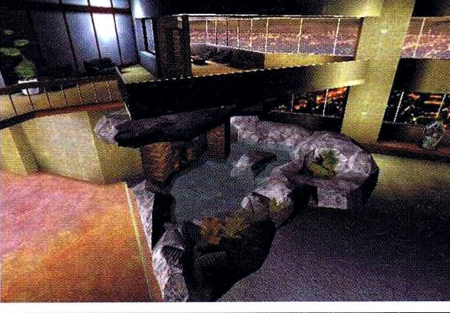
The wait for Retro's *Metroid* or Rare's *Perfect Dark* doesn't feel so bad all of a sudden. With Acclaim's *Turok Evolution* and now Bits Studios' forthcoming *Die Hard*, it looks like Nintendo's third-party developers are more than capable of delivering high-quality shooters to Gamecube, and in half the usual time. *Die Hard*, we're pleased to report, is a very impressive-looking shooter. As you can see from these (still early) shots, it's all shaping up to be very solid, with some great detail on the character models and some superbly convincing textures on the surrounding environments. What you *can't* see, unfortunately, are the staggering wealth of features that are already in place. After just a few minutes with the game it's apparent that Bits Studios are *really* going for it with this one, cramming as many ideas and intriguing new gameplay elements into it as possible. They're clearly making a conscious effort to ensure that it *doesn't* turn out to be like every other first-person shooter under the sun – and it's working. On first glance, it looks just as you'd expect. Guards react realistically depending on which part of the body you shoot them in, blood splatters against the wall as you pump them full of lead, enemies sidestep and roll to avoid your gunfire, and so on and so forth – pretty much what we've all grown to take for granted these days. After a few more hours with the game, though, you soon get a feel for just how accomplished and dynamic it's becoming.

Brains death

Take, for example, a moment we witnessed inside the museum level. Entering one of the rooms, you're faced with two guards and a bizarre sculpture in the centre of the room. Taking cover behind the sculpture, you see the guards searching for any line of sight they can use to blast you through. Rather than just patiently standing there waiting for you to appear and shoot them in the face, they skulk around and look for a way to get you, much in the same way you would them. That's not where it ends though

NICE DECOR... LET'S WRECK THE JOINT

MUSEUM *Just wrap your peepers around this little beauty – and it's not even finished yet. This gives you an idea of the luscious locales you'll be spraying bullets around in the near future. Expect plenty of statues, glass cases and reflective sculptures to ogle at on your way round.*



NAKATOMI PLAZA *The beautiful skyscraper from the first movie is back and just sitting there waiting to get trashed. The scenery outside is an accurate depiction of 'real-life' LA, too. All that glass you see can also be used as a secondary weapon by shooting it to shred any nearby enemies caught in the blast. A bit like in the first Die Hard.*



SUBWAY *This is one of the levels we saw most of. In the dark underbelly of Los Angeles you'll have to sneak around the ghetto chatting to the local tramps, pilfering the poor blighters' clothes to disguise yourself, and hiding in shadows listening to guards. The lighting in this level is particularly seedy and atmospheric.*



STEALTH MODE *When in this mode you walk slowly but very quietly, allowing you to creep up on people from behind. This is a valuable tactic if you want to eavesdrop on guards' conversations and get some extra information. If you find yourself in danger, pressing fire gets you back into a more active stance.*

CIVILIANS *See this fella here? He may be of some use, but if you go up to him with your weapon out he may get scared and refuse to talk to you. Put your gun away and he could divulge valuable info about the area you're in – alternatively, you can just blow a hole in the back of his stupid head.*

– even dispatching the enemies themselves will require much more thought than before. You can't just go wading in like a tooled-up nutcase, gunning down everything that moves. You'll actually need to think about, for example, who the leader of a group is, and maybe go for him first. You may also need to find a disguise, or talk to nearby civilians to find a less confrontational solution. You may even need to capture a guard and use him as a hostage or use stolen sausages to keep guard dogs busy while you sneak past. All these options are open to you and it's entirely up to you to choose how you go about playing.

The idea of having a variety of choices as to how you go about playing the game is integral to *Die Hard* and is evident in many other facets of the game, in particular the ability to put yourself in Stealth or Action mode, allowing you to either charge around or creep silently in the shadows. The level layout and the inclusion of the excellent auto-jump feature also encourages you to not just make different decisions in certain situations, but also to navigate the level differently, taking various routes through or around sensitive locations.

These are but a few of the ideas that permeate *Die Hard* and no doubt there are many more to be included as the game nears completion. Hopefully this goes some way to indicating the richness of experience Bits Studios are aiming for – and hopefully, the kind of subtle intricacies that will boost the game's longevity.

Again, this is *another* Gamecube title that not only shows promise, but is giving clear signs that it's delivering. Encouraging stuff indeed. **NGC**

JUMP FOR JOY

Die Hard's unique auto-jump feature is a fantastic idea. No more mucking around on precipices trying to get as close to the edge without falling off. Now, merely pushing against a ledge will make Bruce automatically jump the required distance to safety, so you don't need to constantly look down at your feet to check whether you're near the edge or not overshooting your intended destination. What this means is that not only does it remove the endless frustration derived from missing jumps and having to restart all the time, but you can now leg it about with the confidence that you won't plummet to a bone-crunching death. This also opens up levels far more easily, allowing you to poke around for alternative routes on higher ground.



Just keep on walking and you'll leap the required distance.

Q&A/BITS

Q There's some superb voice-acting in the game – were you able to use any of the original cast?

A *We weren't able to get Bruce, of course – neither were we allowed to use his likeness in the game. The only original member of the cast we had was the guy who played Lt Powell in the films.*

Q One of the most intriguing aspects of the game is the character interaction going on in each level? How important is this?

A *It's not vital, but the kind of progress you make depends on how you react to other characters in the game. One minor example of this is early on, when you come across an injured officer. If you fulfil his request he'll give you a new weapon. You don't have to take time out to do it, but it will enhance your experience if you do. Also, they way you act around certain characters will influence what they say. In the prison level, one of the mental patients will help you with clues if you're kind, or snub you if you ignore him.*

Q The guards also seem to react in different ways...

A *Yeah, we've tried to make the AI as responsive as possible. You saw the guards earlier trying to find a line of sight to hit you. This occurs again when you're hiding in a ceiling vent. Rather than just waiting for you to drop down, the guards tentatively poke their heads around to see if they can take a pot-shot at you. Just like you have the ability to peek around walls, so do they.*

Q One of the better features of the game is the auto-jump. What made you include this?

A *We talked to so many people about this and they all said it couldn't be done, that jumping was something that an FPS shouldn't include. Turok was one example where jumping caused frustration, but it needn't be like that. The auto-jump worked brilliantly in Zelda and freed up your time to explore without the worry of falling to your doom. We felt this was something we wanted to include in Die Hard.*

ALL YOU NEED TO KNOW

FACT BLITZ

1 At least 20 combatants to choose from – including new characters Cassandra, Tarim and Hon Yun Tsun.

2 Confusing plot revolving around the mystical Soul Edge – a gigantic sword of much power and shininess.

3 Gloriously detailed arenas ranging from snow-covered temples to platforms hovering miles above Earth.

4 Two-player mode: take it out on your buddy with a hulking battleaxe while wearing a purple miniskirt.

KILLER Q

? Looks nice – but what exactly is so special about *Soul Calibur*'s style of slappage?

It smeared egg on the face of *Tekken* with a *proper* 3D fighting system – you're not simply using the third dimension to sidestep 2D attacks this time. Plus, every button's function is 'context-dependent', a la *Zelda*. Depending on your stance and where you're standing, each stab of the pad will produce a different move. It's a 'fight' to remember! Ha!

RUMOURS

As we went to press, Namco were due to unveil a 60-per-cent complete *SC2* machine at Japan's AOU arcade machine show. If the rumours that the coin-op runs off GC hardware are confirmed anywhere, it'll be there. It's unlikely, mind, as the game's producer hinted that the Namco's 246 circuit board is more likely.

ANTICIPATION RATING



WHEN'S IT OUT?



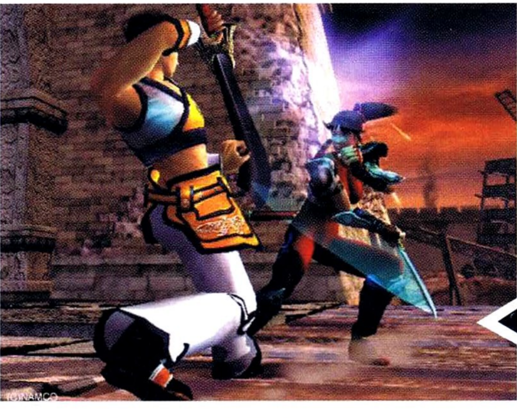
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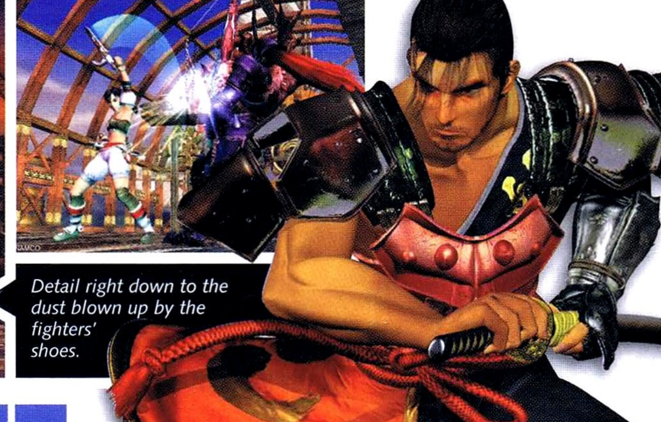


2003



May





Detail right down to the dust blown up by the fighters' shoes.

SOUL CALIBUR 2

Have some... more shots of Namco's rum punch-'em-up!

Come on, Namco! Since lifting the curtain on *Soul Calibur 2* back at Spaceworld 2001 – that's *last August* – the Japanese coders seem to have spent more time conjuring up screenshots than actually knuckling down on the game.

Still, with fighting *this* good, we're more than happy to salivate a little longer. *Soul Calibur 2* isn't just the new king of fighters – it's also the sultan of special effects, with blazing light trails and glowing collision effects creating an effect not dissimilar to staring at a million blinking light bulbs and ending up with those funny brown blobs floating in front of your eyes.

The original *Soul Calibur* used four buttons to access its repertoire of silky moves – so *SC2* should feel right at home with the Gamecube joypad's A-B-X-Y combo. If there's any console better equipped to handle the blinding speed at which weapons, fists and legs race around the screen, it ain't been made yet. Expect *SC2* in the UK in early 2003.



The pace at which Soul Calibur moves is staggering. Only on Cube.

TUROK EVOLUTION

A little bit of prehistory repeating.

Forget the juddery *Turok 2*, wipe the inexplicably poor *Turok 3* from your mind, because *Turok Evolution*, the dinosaur killer's first outing on Gamecube, is harking back to the series' beginnings. Which means dense jungles, big reptiles – and the kind of giant-sized guns that are probably illegal in 26 countries.

After our *world exclusive* unveiling of the game's scaly enemies in **NGC**/64, these new shots give a hint of *Turok Evolution*'s more humanoid opponents – curious biomechanical beasties that seem to hunt in packs wherever possible. Much of the sci-fi oriented architecture they inhabit is obviously modelled on the futuristic underground network of tunnels from the latter stages of the original *Turok*, but this time there's a wealth of opportunities to peek over balconies and pop cold-blooded reptile-men in the back of the neck with the delicious sniper scope.

Turok Evolution's sense of scale is also clear from the new pics, with serene lakes stretching off miles into the distance, colossal stone statues looming large over landscapes, and biplanes soaring high in the sky – although for what purpose we've yet to discover.

Acclaim tend to really make a game shine in its last few months in development – and the fact that *Turok Evolution* already looks this good six months away from release should have you rubbing your hands and cackling with anticipation. As ever, we'll have more next issue.

What with this and Starfox Adventures, pterodactyl riding is clearly the 'in thing'.

Reckon an arrow's going to be enough for this guy, eh?

Some of the stonework doesn't half remind us of Turok 2. New ideas please, Acclaim.



All very Jurassic Park, eh? But then it is all about dinosaurs, we suppose.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Thirty-two different dinosaurs and creatures inhabit *Turok Evolution*'s world, all stunningly animated.

2 Squad Dynamics System gives enemies the power to work co-operatively in kicking Mr Fireseed's 'ass'.

3 New weapons include a remote-controlled Spider Mine, Gravity Disrupter Beams, and the Swarm Bore.

4 Super-violent deathmatch mode developed side-by-side with *Turok Evolution*'s single-player game.

NEW!



The *Turok* team have posted 'motion tests' on the web, demonstrating the game's top-class animation. Gasp as a Stegosaurus swings his tail! Scream as a Raptor sprints out of the screen!

RUMOURS

- ***Evolution*'s 'living' jungles don't just extend to moving foliage – by shooting the place up you can make trees and rocks fall on nearby dinos.**
- **This is a prequel to the three main *Turok* games: so expect plenty of nudge-nudge references to events and levels from later in the series.**

KILLER Q

? Can we expect the usual high level of *Turok* ultra-gore?

For sure. Although we haven't *seen* any blood yet, Acclaim have released a set of sound samples from the game, with titles such as "Strong Man Being Eaten" and "Axe Hitting Head" – encouraging stuff. In addition, part of the script handed to the game's motion-capture actors reads: "Explode front portion of head, major gore, actor falls to ground immediately, twitching body".

ANTICIPATION RATING



WHEN'S IT OUT?




Sept


Dec


TBA

ALL YOU NEED TO KNOW

FACT BLITZ

1 Eight years after *Lylat Wars*, you must save Dinosaur Planet from the evil General Scales.

2 Use the analogue to control the Crystal Staff and beat up bad guys, vault over obstacles and smack dinos.

3 Leap into the Arwing for mid-space sub-levels, with asteroids and laser-spitting droids to be dealt with.

4 Dino-friend Prince Tricky joins you in combat, if you find him. Plus, you can ride a pterodactyl – take that *Turok*!

KILLER Q

? Hang on a minute, though – in all this excitement, we missed someone. Where's Falco?

In its original guise *Starfox Adventures* had nothing to do with Nintendo's heroic band of space-faring mammals. In shoe-horning Fox et al into the game, it was inevitable some characters wouldn't fit – Falco's off pursuing a 'solo career', bless him.

NEW!



We haven't seen this mauve moon before: it has us in mind of the N64's *Jet Force Gemini*, which is no bad thing. The majority of *Starfox Adventures* reportedly takes place on Dinosaur Planet itself – but with Fox flitting between satellites in his trusty Arwing, day trips to crazy-coloured worlds like this are two-a-penny.

RUMOURS

- You control blue vixen Krystal for the first level – and it's 90 per cent certain you'll be swapping control between her and Fox throughout the adventure. Nice!
- Nintendo are encouraging developers to include a 60Hz option in PAL games, giving a quicker game with the right telly. If Rare don't include this, we'll scoff our sombreros.

ANTICIPATION RATING



WHEN'S IT OUT?







June | Autumn | TBA



"The staff of power! It's all mine! Ahaha! Ha."





Lylat Wars fans should be more than happy with these space-faring sections.

STARFOX ADVENTURES

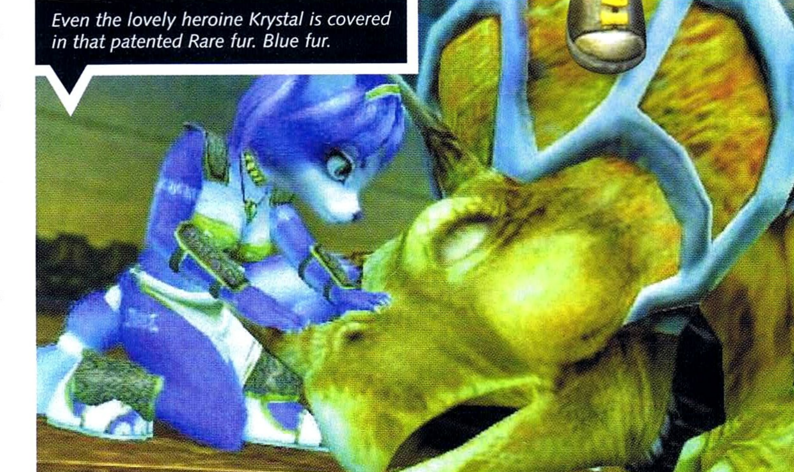
It's shaping up to be a bit of an animal.

So, it's goodbye to the *Dinosaur Planet* subtitle (a hangover from the days when this was an N64 game without a hint of Fox McCloud and co) and a muted hello to a new US release date: 10th June, some way off the original 14th September 2001.

What that means for the UK we've no idea – a Rare spokesperson tells us that converting *Starfox Adventures* to PAL form shouldn't take too long, but no date's been set for a release. Which means it could be a looong time before you're seeing stunning screens like these on your telly.

The fur's the thing. That fuzzy, hairy texture on Fox's face and body is so good, many of Rare's rivals who we've spoken to refuse to believe it's being generated in real-time. Admittedly, it does only crop up in *Starfox Adventures*' cut-scenes – when you're in control of Foxy, the furry effect's nowhere to be seen – but those 'tween-level snippets of story are definitely *not* pre-rendered. A better advert for Gamecube's hyperpowered graphics chip we've yet to see.

These new shots pumped directly out of Nintendo of America's HQ aren't giving much away – beating up reptilian nasties with your magic staff and screaming through space in an Arwing are the only elements of *Starfox Adventures* Rare are revealing. Give it a couple of months, though, and they'll spill the beans – and we'll be there to scoop them all into our giant news gob.



Even the lovely heroine Krystal is covered in that patented Rare fur. Blue fur.



This fella owns most of the convenience stores on Dinosaur Planet. Psychopathic nut.



The very first area – whack those dinos with your staff if you like. You big bully.



"Got a lock, got a lock... missile fired... bingo!"

The head-up display's almost as confusing as a real-life jet-fighter's. Brain-hurt ahoy.

TOP GUN COMBAT ZONES

As endorsed by George W Whooooosh.

It's depressing to think that many of you young folk won't have the slightest inkling what in the heck Top Gun is. The movie that propelled Tom Cruise to international hyperstardom wowed audiences a full *16 years ago*. If you weren't even born then, we don't want to know, okay?

Top Gun's age makes it an odd movie for a publisher to cash in on – but then with the licences for Blues Brothers 2000 and Fort Boyard under their belt, Titus never did had a particularly keen eye for the big names. *Top Gun: Combat Zones* is a new, improved version of a PlayStation 2 game from last year – one that attracted widespread indifference with its fast-ish mid-air combat missions and fog-filled landscapes. But Titus have promised that they've 'digested' the 'feedback' they've received from PS2 reviewers, rejigging the missions and fiddling with the controls to ensure *Top Gun: Combat Zones* flies like a dream.

Certainly, the freshly-polished visuals do our purple box ample justice, with cityscapes, mountain ranges and oil rigs as detailed close-up as they are kilometres away. Don't let the authenticity fool you, mind – *Top Gun: Combat Zones* is an arcade game through and through. Getting a lock on those bogies and slamming a missile straight up the jacksie is quick, loud and disorienting, and a *Lylat Wars*-style points system makes chasing down every last one of those commie jerks an addictive affair. (*Commie? Sigh* – Ed).

And, yes, if you slam on the brakes, they'll fly right by. More next month.



Take that, commie! That'll learn you to not bow down to the almighty US of A.



Clear skies ahead – and just take a look at the scenery below. Mesmerising.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Slip on the helmet of Maverick, Jester, Iceman or Viper. What, no Goose? Oh, that's right – he's dead.

2 Thirty-four combat missions which take place in south-east Asia, the Gulf states, and northern Russia.

3 Fly the F-14 Tomcat, the F-18 Hornet, the F-4 Phantom and a load of other super-expensive jet-fighters.

4 "You never close your eyes any more, when I kiss your li-i-i-ips." You won't be hearing that in the game.

NEW!



Just ten screenshots of *Top Gun* then, but they show how frenzied the combat will be – *every red blob* on that radar in the bottom left is an enemy fighter.

RUMOURS

- Secret craft such as the Harrier, the YF-23 and the JSF (that's Joint Strike Fighter, fact fans) should all be tucked away on the disc somewhere.
- Our sources tell us that the video to Danger Zone, featuring Cruise writhing on a bed, painful memories forever violating his combat-torn mind, will not be an unlockable extra.

KILLER Q

? Inevitably, I feel the need, the need for speed. Will *Top Gun* satisfy my velocity-lust?

Most of the missions are based around flying from point A to point B at insane speeds – one minute you'll be racing to the site of your downed wingman, the next you'll be ploughing through the sound barrier while chasing an enemy fighter. And if you were temporarily knocked out by 'heavy Gs', you can play it all back in *Top Gun*'s replay mode. Just like Maverick's terrifying flashbacks!

ANTICIPATION RATING



WHEN'S IT OUT?





Autumn Winter TBA

NGC MAGAZINE ARENA

HOW NGC SCORES A GAME

NGC has one of the toughest scoring systems around. We won't award our Star Game accolade until we're sure you're getting your money's worth.



85 and above Only after playing a game to the end will we consider awarding it our Star Game seal.

84–70 If we award a game more than 70 you can be certain it's fantastic, if flawed, fun.

69–50 Every so often a game comes along that's perfectly playable, but just not special in any way.

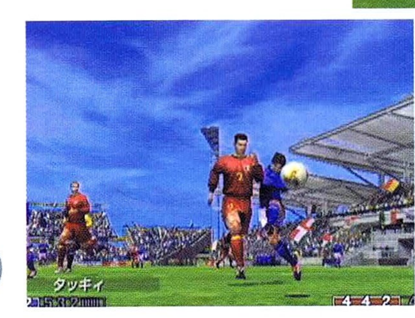
49–20 Here you'll find games that were lazily programmed or hurriedly cobbled together – or simply bad ideas.

19–0 The disaster zone. There have been a couple and we've not shied away from giving them a firm kicking.

VIRTUA STRIKER 3 V2002

Join Sega for a jolly old kickabout in the park. Has GC footy got a new champion?

GO TO PAGE 38







ESPN INTERNATIONAL WINTER SPORTS 2002

Konami return with their every-four-years winter sports licence. Any good, is it?

GO TO PAGE 42

TEAM GC

A shedful of substandard GC software sent the whole gang to sleep this month. Look!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a real hurry, or just can't be bothered to read the full review, you can always just use our Verdict box!

PLUSSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... There are hundreds and hundreds of games out there – some of which will be similar to the one we're reviewing. This bit helps you seek out another title of the same type. 'If you liked *GoldenEye*, you might also like *Turok 2* or *Quake*'. See?

VISUALS What does the game do with Gamecube's blistering graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the Gamecube and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.



PLUSSES & MINUSES



- Cool stuff



- Not so cool stuff

IF YOU LIKE THIS...

Pokémon Stadium NGC/41, 90% Actually, don't bother if you've got the new one...


9 VISUALS


7 MASTERY


8 SOUNDS

6 LIFESPAN

VERDICT







JES BICKHAM "Morning ladies... you're looking particularly beautiful today, I must – what? No! No! Noooooo! My forehead is growing – it's GROWING! GROOOOOOOOWING! I'm being blinded!"

JUD WEBB Strange pose – did you meet the Queen in your dream, Jud? "No, but I do remember something about showering in a prison." Ah.

DAN GEARY "Arrggh! Nooooo! Get it off me!" Nightmares, Dan? "No, I've just realised how horrible this shirt is."

MARK GREEN So, who did you dream about in mid-slumber, Greener – Tina from S Club or Suzanne from Hear'Say? "Both, actually. Y'know... together. They were singing at a concert."

TIM WEAVER "Magnificent," mumbled Tim. "Soon the world will crumble beneath my wrath. How I will laugh as those fools burn – BURN IN THE FIRE OF A THOUSAND AGES!" Tim, wake up! "Eh? I'm not asleep."

PAUL EDWARDS "Where does the dream world end and the real world begin?" pondered Paul. When you wake up, maybe? "Ah, yes. That's it."

GERAINT EVANS "Heyyy, pretty lady," muttered the self-styled God of All Things Girl-Shaped. "Wanna take a vacation to Pleasure Island? What? *Yes*? Oh, crap – this is a dream, isn't it?"

MARTIN KITTS Kittsy claimed he hadn't been up to anything while everyone else was asleep – then yawned, revealing the feathers and blood in his mouth.





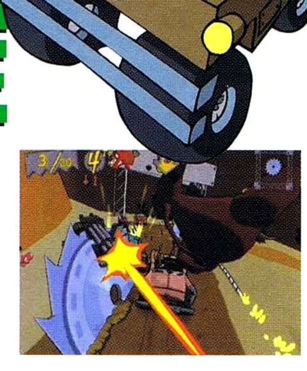
DARK SUMMIT

Sinister secrets abound on Mt Garrick – and only *SSX*-style snowboarding can save the day!

GO TO PAGE 48

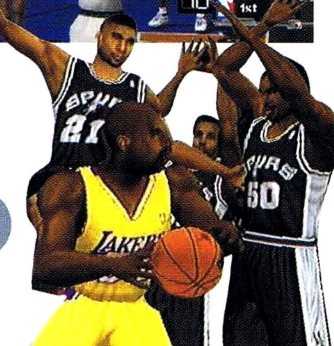
CEL DAMAGE

Multi-vehicle mayhem – with cel-shading! Sigh.



GO TO PAGE 40

NBA COURTSIDE 2002



Nintendo's own b-ball bonanza goes for the three-pointer.

GO TO PAGE 46

Virtua Striker v2002 is only available in Japan. To get hold of a copy, ring CA Games on 0141 334 3901.

REPLAYS *The game will replay your best moments, including near misses. The angles aren't the best, but it works pretty well.*

TACKLING *B and X both operate as tackle buttons – both are overly effective, especially B, especially when you're on the receiving end.*

RANKING *Spend time with Virtua Striker and you can start to improve your ranking. When you reach A, you unlock the Sonic Team, complete with the hedgehog himself. Nice.*

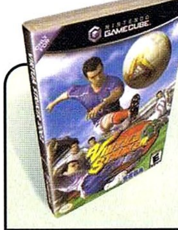
TACTICS *You've got plenty of options on the formations front, and you can even change tactics mid-game via the shoulders, including how agressive you're going to be.*

PLAYERS *Probably the most realistic players you'll have ever seen – shame the animation's not quite up to scratch.*

PASSING *A passing game isn't likely: the actual process is fast enough, but it isn't exactly accurate.*

VIRTUA STRIKER 3 V2002

The Beautiful Game reduced to button-bashing.



INFO BURST

VIRTUA STRIKER 3 V2002

DEVELOPER:	Sega
PUBLISHER:	Sega
PLAYERS:	1-2
MEM CARD PAGES:	12
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?



27 Mar | Summer | Now

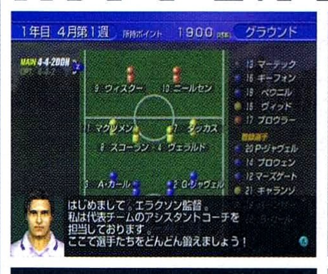
COST: $50 (£35)

If you score an absolute blinder, the game gives you a mark (top right) – our best is 297. Not bad.

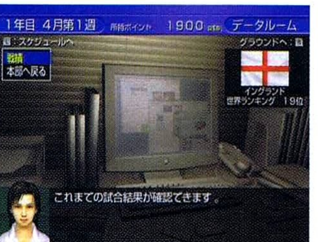
France are far and away the best team in the game. Bit of a match up with Thailand, this.

England are great, but Heskey's first-time control is a bit unrealistic. Yak.

MODE IN JAPAN



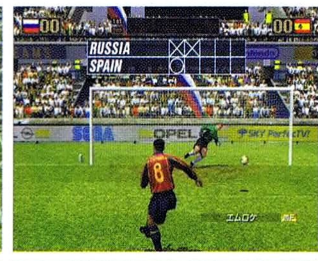
RPG *Like the last ISS game, Virtua Striker has an RPG mode, but this one chucks you into the shoes of the Gaffer, giving you an office, as well as a whole host of options – including buying and selling – as well as tactics screens, where you can chop and change your side. There's a decent choice of formations, plus you can individually position your players. It'll be nice to see this in English.*



RPG II *Delving further into the role-playing mode, it seems that you can also send your talent scouts out to have a look at players, as well as ask your backroom staff to keep an eye on promising youngsters – all from this handily placed computer. We're not quite sure who this woman is, though by the way she appears to be giving us a rollicking, we'd wager she's probably the chairman. Woman.*



TRAINING *The training mode in Virtua Striker is rather odd. You can select your team as normal, as well as choose whatever formation you want to work with, but it's an 11-a-side game, and whenever you lose possession – which, in this game, happens a lot – the game restarts from kick off. It's not the first footie game to do it, but the effect is a stop-start game, and one that's difficult to really get any benefit from.*



PENALTIES *Spot kicks are probably the most difficult skill of all in Virtua Striker, and much of that can be put down to the fact that, by moving the analogue stick left or right, your player, stupidly, moves left and right, thus giving the whole game away. If you shoot first, then direct the shot – it's better, but it's still very difficult to send the ball where you really want it to go.*

Virtua Striker has always been an arcade favourite, and this third version was supposed to be the ultimate rendition of the world's greatest sport, with intelligent players, pinpoint passing and spectacular goals. Well, they got one thing right – the goals are pretty good. The rest, well...

If *Virtua Striker 3 version 2002* really is Sega's idea of how football works, a Barry Fry-style half-time team talk might be in order. Regardless of its arcadey stance, this feels about as close to the sport as fishing, worse now than it was before – at points even unplayable. Passing is a pointless exercise, with accurate cross-field balls non-existent and even close-range jabs handing possession back to the opposition, while dribbling doesn't even appear to have been considered. Only once, in over a day and a half of solid play, did we manage to ghost past a member of the opposition, and that was because the CPU team seemed to freeze – a welcome respite, if truth be told.

Random task

Fact is, *Virtua Striker 3* isn't only an average football game, it's an average *game*. To play it's frustrating and pointless, lacking any kind of learning curve and often ending up little more than a procession of random button-bashes. Scoring goals is about the only truly satisfying element, with aftertouch and direction coming into it – a stark and bizarre contrast to the rest of the game – and the mostly very good replays allowing you a look at what you've just pulled out of the bag. But the rest is poor, carrying with it the feeling that you're never totally in control. Indeed, even in two-player games you tend to get the feeling that the CPU has a big say in what happens, going into tackles for you, out-pacing attackers from even the worst of starting positions, and keeping scores down by guiding shots into the goalkeeper's hands.

Of course, *Virtua Striker* isn't supposed to offer the depth of *ISS*, or arguably the same level of satisfaction, but that wouldn't be a problem if it was actually any fun – or even allowed a degree of progress. Instead, it's an unreasonable, frustrating experience and one that is unlikely to improve with an English translation (though there do seem to be unfathomable extra modes, which might help its cause when it arrives here). Even so, all in all, it's a real disappointment.

TIM WEAVER

VIRTUA STRIKER 3 V2002



- Fantastic goals.
- Great replays – if only you could swap angles.
- Extra modes.



- Terrible CPU-assisted tackling and sprinting.
- Awful camera angles.
- Games are reduced to random button-bashing.

IF YOU LIKE THIS...

FIFA 2002
EA Sports
NGC/64, 78%
Better than previous *FIFA*'s, but still flawed.





VISUALS
Chunky, crisp and detailed – shame the player animation isn't that great.



SOUNDS
The crowd sounds the same throughout the game and the tackling noise is rubbish.



MASTERY
Looks better than in the arcade, but in terms of grasping the concept of football, this is poor.



LIFESPAN
Hard to persist with, though there could be richer pickings when it gets a translation.

VERDICT
Underwhelming, scrappy and basic, *Virtua Striker 3* has little in common with the football we love.



Cel Damage is only available on import. To get hold of a copy, call CA Games on 0141 334 3901



WEAPON PODS *Drive through these and you'll get the weapon inside. A bit like Mario Kart, then.*

RADAR *Not really a radar as such, but it does help you keep tabs on the positions of the other drivers in the arena.*

WEAPON POWER *Once this runs out you'll have to find another weapon pretty sharpish.*

ARENA *These are actually quite dynamic, with loads of ramps, lifters, boosts and traps to help keep the action as frenzied as is humanly possible.*

WEAPONS *There are loads of these to collect, each with vastly differing strengths and effects. Make sure you grab one asap or you'll never stand a chance.*

OPPOSITION *Ruthless. Have a nasty habit of wiping you out before you've even spotted them. They're pretty smart all round, actually.*

YOU *This is your character's crazy cartoon motor. It doesn't take a lot of damage, but it'll turn on a sixpence.*

CEL DAMAGE

Confusing cartoon car combat carnage

INFO BURST

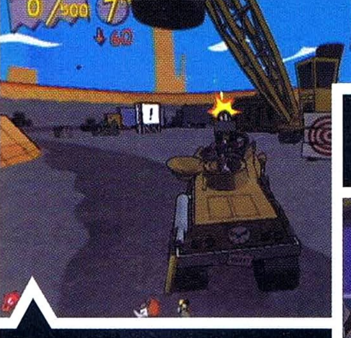
CEL DAMAGE

DEVELOPER:	Pseudo
PUBLISHER:	EA
PLAYERS:	1-4
MEMORY CARD SIZE:	2
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Summer	TBA

COST: $50 (£35)



See that giant magnet dangling under the crane. Get too close and it'll pick you up and crush you.



The multiplayer's about the only thing in the game that's any fun...

The weapons are great, but everyone will be scrapping for the one-hit killers.

The first level. Not exactly the most inspired theme, and very, erm... brown.

TOP CHOPPER



AXE *A firm favourite. Charge at your opponent and bash violently at the attack button to chop the opposition in two.*



BUZZ SAW *Two giant saw wheels that worm their way through the ground, killing hapless enemies in an instant.*



CANNON *Let loose with a violent, eardrum-busting barrage of side-on cannonball fire. Devastating in the right hands.*



BOXING GLOVES *Very amusing. Two front-mounted leather-bound bags o' smack that rapidly knock opponents for six.*

While Jet Set Radio *was a triumph of design, there have been countless pale imitations.* Cel Damage *is the latest release to adopt the same graphical style, and despite not being outright offensive, it's lacks personality and long-term appeal.*

It's strange really, because on the surface it's not a particularly offensive game. Like a thunderous ripper it's initially amusing – until its slowly pervading stench forces you to evacuate the area.

Best described as a cross between *Demolition Derby*, *Vigilante 8* and *Mario Kart*'s Battle mode, *Cel Damage* puts you in command of a selection of wacky toon racers. Dumped into themed arenas, you have to battle through a variety of missions by hacking, shooting and smacking the opposition – simple as that.

In *Cel Damage*'s favour, the missions on offer are significantly different from the next to allow a change of strategy. These modes come in three main forms. First off, there's Smack Attack, which requires you to simply drive about like a lunatic and smash the opposition to pieces. Then there's Gate Relay, where you have to pass through a set number of gates before the others, and Flag Rally, where you have to grab all four flags and make it to the finish. To help you in your mission you can pick up weapons ranging from a standard Gatling gun, to gigantic axes that cleave the opposition in two, and bonnet-mounted comedy boxing gloves that allow you to rapidly pummel your foe.

Joust a minute

All in all, it's a combination of ingredients that would ordinarily provide untold levels of belly-laugh potential, but unfortunately this isn't the case. The main gripe we have is the total lack of clarity in the gameplay. The characters – none of whom are particularly appealing or memorable – are difficult to distinguish once you're actually playing, which means that singling out an individual for some pain requires a little more concentration than you'd like. As a result, you spend half your time looking at the radar before charging at a target and letting loose with your weapons. Unsurprisingly, the other cars are doing the same thing, and so battle degenerates into brief jousts where players career towards each other blasting wildly and hoping that they come out the better off. It's this kind of randomness in the experience that breeds frustration. On one occasion you may find you're winning with ease, but on your next attempt you'll find you're being absolutely annihilated every few seconds.

Admittedly, the whole thing becomes marginally more diverting if you have three mates to play with – but it's so far from the mighty multiplayer mayhem of *Smash Bros Melee* it's embarrassing. In the end *Cel Damage* remains a shallow, short-lived experience – and despite its good intentions, it falls a long way short of being worthwhile.

GERAINT EVANS

CEL DAMAGE



- Great fun if you can round up four players.
- Easy to get into.
- Plenty of varied weapons and modes.



- Battles are too random in nature.
- Confusing.
- Unappealing, totally forgettable characters.

IF YOU LIKE THIS...

Super Smash Bros
Nintendo
NGC/64 95%
Four players sat around a telly never had it so good.





7 VISUALS
It's cel-shaded so it looks great, but the relentless action makes it a tad confusing.



6 SOUNDS
Pumping beats aplenty, and about twice as many irritating cartoon voice-overs.



6 MASTERY
Your Gamecube can do this kind of stuff in its sleep, but it all shifts around very nicely.



7 LIFESPAN
Fine if you're playing with four – but it's an absolute load of rubbish on your own.

VERDICT
Fun for a while, and some smart touches, but you'll soon tire if you've got no one to play with.



60

ESPN Winter Sports is only available in the US… until next month. Ring CA Games on 0141 334 3901.



WATCH ME GO! *You can marvel at your progress via the top bar, which lets you in on where you are.*

CLEAR RUN *Once you've nipped between a set of flags, the game flashes up a 'CLEAR!' message… a bit like an episode of Dr Kildare.*

PLAY MISTY *The A-button will become your friend on Downhill: tap it and your skis go into a sharp turn – handy for those awkward flags.*

COMPETITORS *There's a rock-solid 16 athletes: eight women and eight men. They're a pretty ugly bunch – except for the laydees from Austria and Japan. Wink, wink.*

REALISTIC TERRAIN *The courses are based on the real thing – not that you'd be able to tell. It all looks the same after a while.*

VARIATION #1 *There's three forms of skiing in the game – the closest to Downhill is the Slalom, which operates using a dodgy control system and flags that are too close together. See page 44 for more on how we got bored of this.*

VARIATION #2 *The second take on Downhill is the Moguls, a bumpy diagonal pursuit with jumps and all. Controlling your competitor is simple – preventing them from crashing is something a good deal more difficult. Funny, though.*

ESPN INTERNATIONAL WINTER SPORTS 2002

Let's hope the real thing's more exciting than this…

INFO BURST

ESPN INTERNATIONAL WINTER SPORTS 2002

DEVELOPER:	Konami
PUBLISHER:	Konami
PLAYERS:	1-2
MEM CARD PAGES:	3
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	3rd May	Now

COST: $50 (£35)



Push forward on the analogue stick and your skier will speed up.

Ice landing! The K120 is a toughie: even the slightest amount of wind will mess up your descent. Tsch.

Before Ski Jumping, you're given the chance to choose wind direction. Odd.



The 'characters' have some nice actions, but they're all a bit bland.

TWO TIMES AS ICE

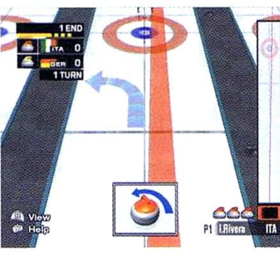


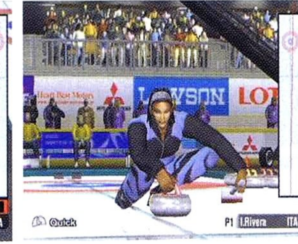
About the most fun you can have with *ESPN Winter Sports* is the two-player bobsleigh, principally because Konami have – inexplicably for this event only – decided normal bobsleigh is a bit dull and introduced a highly dangerous two-bobsleighs-going-down-the-run-at-once policy. The result is markedly more interesting than what else is on offer – and it doesn't take a genius to work out why. Real Winter Olympic sports are eye-drooping; made up, rules-free Winter Olympic sports aren't. Still, this ain't enough of a reason to buy *ESPN*.

CURL ONE OUT

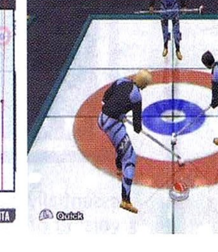
There's nothing more pointless than the 'sport' of curling: here's a demonstration of just how desperate things can get...











While the summer Olympics have nail-biters like ten-second 100 metre sprints, kumquat-damaging hurdles and baton-dropping relays, the winter version has, erm, figure-skating and curling. For this reason alone, previous attempts at bringing frost-covered licences to consoles has failed spectacularly. Can ESPN fare any better? (Here's a clue: no).

When you choose an athlete at the 'character' select screen in *ESPN Winter Sports*, he or she will turn round to you and say something that you can't actually hear, because no voice acting has been recorded for any of the competitors. It's a nice little microcosm of the game as a whole: a lot of things appear to have been left out, some simply aren't *there*. There's certainly a feeling throughout that development of this Gamecube version wasn't high on Konami's list of Things To Do, borne out by some half-hearted visuals, replete with jaggies and bland backgrounds, shapeless, badly animated characters, and – apart from some nice reflections in the floor of the ice rink – locales that look scruffy. In short, this has the air of a game that probably looked disappointing on the PS2 and then promptly received no care and attention on its move across to the more powerful Gamecube. Which means it *still* looks disappointing – except now it looks disappointing *and* like a PS2 game. Not good, all told.

Eventless

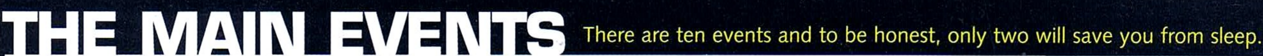
In truth, though, even if this had looked like the best game in the world, it would still have struggled, so boring are the events on offer. After all, who in their right mind would want to play the virtual version of curling, a 'sport' so dull even someone with two broken legs, a couple of broken arms and a neck brace would make a concerted effort to vacate the lounge the moment it came on TV. Admittedly, none of the other offerings are quite as horrendous as Curling, but the Moguls – a bumpy, arse-numbing version of downhill skiing – the yawn that is Figure Skating, and the endless dirge of Speed Skating all threaten to offer similar levels of sleep-inducement. Only Downhill, a temper-fraying, unoriginal but moderately entertaining racing game, and the fantastically impossible two-player Bobsleigh (more on that above) offer any kind of lasting enjoyment – and that's enjoyment in the very loosest sense of the word, the way you might 'enjoy' an episode of Who's The Boss? In fact, if you stripped away the icy surrounds of the Bobsleigh, you'd



A hideous error of timing in the skating helps mess the whole thing up. Whoops...

The best bit of the Moguls are the jumps... which you can't control.

It's worth another look at the two-player Bobsleigh. It's good fun.

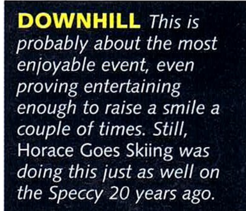


THE MAIN EVENTS

There are ten events and to be honest, only two will save you from sleep.



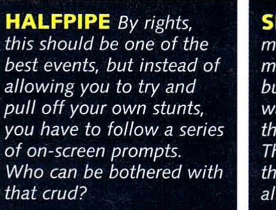
DOWNHILL *This is probably about the most enjoyable event, even proving entertaining enough to raise a smile a couple of times. Still, Horace Goes Skiing was doing this just as well on the Speccy 20 years ago.*



SLALOM *Not all that bad really, once you've got used to the horrific control system, that sees a gentle nudge of the analogue stick send your athlete careering off the side of the course for a spot of disqualification.*



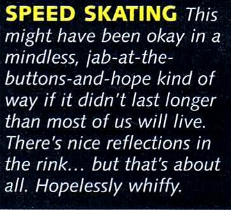
K90 SKI JUMPING *It's over pretty quickly – that's the major advantage this has over other events. Use L and R to maintain balance in mid-air, then attempt to land without crossing your skis. Fairly undemanding, in truth.*



K120 SKI JUMPING *A longer, trickier and less fun version of the K90, but with the added incentive of your athlete amusingly twitching when you mess up. One of two events that saw our GC pad being smashed into the table.*



MOGULS *Push L then R repeatedly for around, ooh, six or seven hours, then – for no good reason – pull Left and Right on the sticks. Then repeat. Forever. The Winter Olympics equivalent of a Joe Pasquale joke.*



HALFPIPE *By rights, this should be one of the best events, but instead of allowing you to try and pull off your own stunts, you have to follow a series of on-screen prompts. Who can be bothered with that crud?*



SPEED SKATING *This might have been okay in a mindless, jab-at-the-buttons-and-hope kind of way if it didn't last longer than most of us will live. There's nice reflections in the rink... but that's about all. Hopelessly whiffy.*



BOBSLEIGH *This is another will-sapper in one-player, but in two-player there's an element of fun, with close-cut races to the line aided by the computer's catch-up mode. We'll admit this was good fun. See page 43 for more.*



CURLING *Astonishingly dull. Curling has got to be one of the few 'sports' in the world where people would pay good money not to watch. An utter yawn – rather like spending the rest of your life watching Hollyoaks.*



FIGURE SKATING *Yeah, it's a bit of a toughie but Figure Skating is always the sort of event you switch off when it's on at home, so why would you want to play it on your Gamecube? We failed to see the point of this.*

essentially be left with an inferior version of *Extreme G3*. And you don't even need to remove the cold weather for it to become clear that *SSX Tricky* offers about a hundred times the invention and maybe a thousand times the longevity of Downhill.

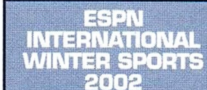
Push the right buttons

When you get down to it, Winter Olympic events just aren't any *fun*. It's hard to imagine how any developer would have recreated the authentic look and feel of the championships while retaining a decent level of entertainment. Nintendo or Rare might have given it a good go, but part of the problem *must* rest with Konami's insistence at making all events button-bashers, regardless of the level of skill required in real life. Long-time **NGC** readers may remember their previous Winter Olympic licence on the N64, *Nagano*, was the same. It's easy to see the reasoning behind using button bashing for, say, Speed Skating, a sport that requires a continual level of momentum, but why should you have to jab randomly at buttons when you're dealing with skill-based sports like Halfpipe, and even fluffy old Figure Skating?

An *SSX Tricky*-like process of pulling off moves should have been implemented for both these events – it might not have been a *Tony Hawk's* on ice (and you might not have been able to perform the sheer volume of outlandish tricks) but it would have made it a hell of a lot more interesting. As it is, on the Halfpipe you have to follow a series of on-screen commands, and in the figure skating it's the same except it's much, much faster and even less enjoyable. Let's face it, figure skating is as boring as life gets, let alone the Olympics, so why further crush our spirits with a dreary Simple Simon challenge? Why not surprise us with combo moves you only start to discover once you've really dug deep? Why not use just a *sprinkling* of creative nous and introduce some moves you can only pull off once you've attained a certain level of expertise? Why not have hidden moves – in the Halfpipe as well? Why not have anything but the will-draining, eye-glazing rubbish that's on offer here? WHY?

Oh well. No point moaning about it, we suppose. We seem to recall giving Konami's last Winter Olympic licence a resounding 32 per cent back in **NGC**/12 and has it made a blind bit of difference? Has it butchery. In four years, we'll probably see the next one and it'll probably be just as horrendously dull. Sigh.

TIM WEAVER



ESPN INTERNATIONAL WINTER SPORTS 2002



- Downhill, two-player Bobsleigh and the ski jumping aren't *too* bad.
- Competent visuals... though a bit PS2-ey.



- Dull.
- Relentless.
- Pointless.
- A miniscule amount of lifespan for 40 quid.

IF YOU LIKE THIS...

SSX Tricky
EA
NGC/65 88%
Top-class stunt-packed snowboarding action.





5 VISUALS

Reeks of a PlayStation 2 conversion, 'jaggies' and all. Okayish, but GC owners demand more.



3 SOUNDS

Crowd noises, relevant sound effects, but the characters are all mute – even when they speak.



4 MASTERY

This may not have been a low-priority game at Konami, but it feels like a low-priority version.



2 LIFESPAN

Little, or more likely, no incentive to continue playing beyond the first hour. Sappingly dull.

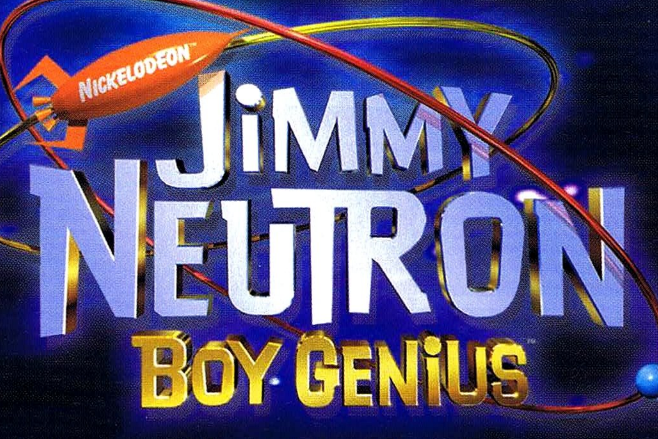
VERDICT

It's not the worst game ever made, but it must be one of the most boring. Give it a wiiiiiiide berth.



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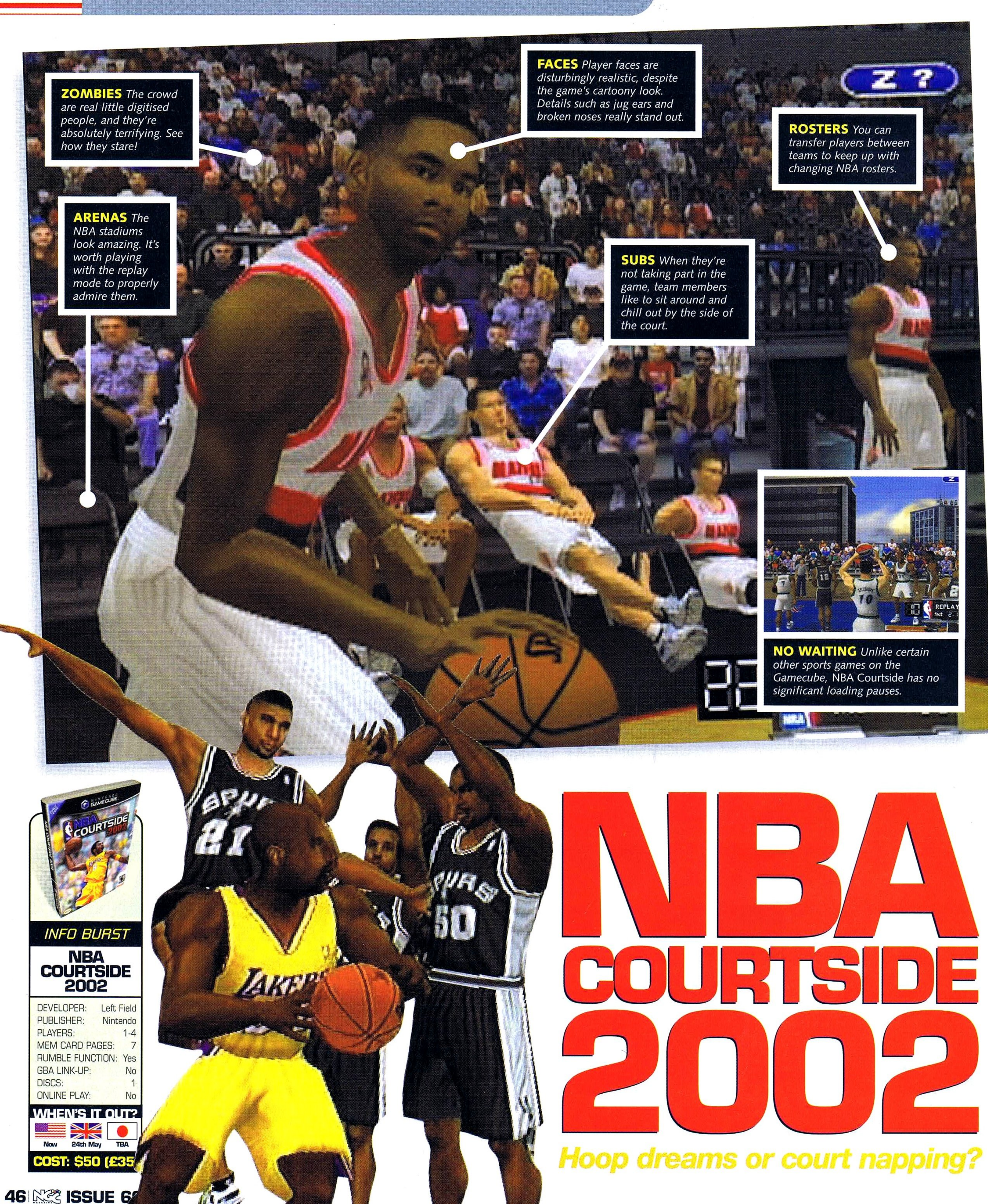
GAME BOY ADVANCE
PC CD







NBA Courtside is only available on import. If you want to get hold of a copy, ring CA Games on 0141 334 3901



ZOMBIES The crowd are real little digitised people, and they're absolutely terrifying. See how they stare!

FACES Player faces are disturbingly realistic, despite the game's cartoony look. Details such as jug ears and broken noses really stand out.

ROSTERS You can transfer players between teams to keep up with changing NBA rosters.

ARENAS The NBA stadiums look amazing. It's worth playing with the replay mode to properly admire them.

SUBS When they're not taking part in the game, team members like to sit around and chill out by the side of the court.

NO WAITING Unlike certain other sports games on the Gamecube, NBA Courtside has no significant loading pauses.

NBA COURTSIDE 2002

Hoop dreams or court napping?

INFO BURST

NBA COURTSIDE 2002

DEVELOPER:	Left Field
PUBLISHER:	Nintendo
PLAYERS:	1-4
MEM CARD PAGES:	7
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	24th May	TBA

COST: $50 (£35



FOUR QUARTERS

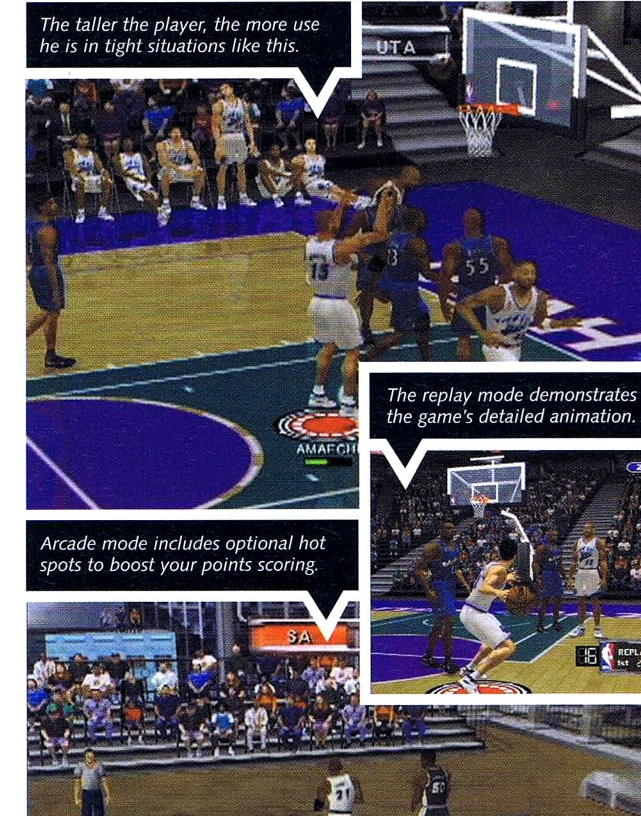
A gameful of our favourite *Courtside* features…

1 ARCADE MODE *A standard three-on-three dunk-fest, with hot spot areas that boost points for long-rangers.*

2 C-PASSING *No icons to show which players are open – instead you push the C-stick to make a pass, which takes getting used to.*

3 WELCOME *The pre-game sequence is nicely done – polite welcome for the visitors, long, showy affair for the home team.*

4 HOME BREW *The best create-a-player mode yet. You can make hideous bat-faced, chinless freaks with Phil Thompson noses.*



The taller the player, the more use he is in tight situations like this.

The replay mode demonstrates the game's detailed animation.



Arcade mode includes optional hot spots to boost your points scoring.

Like previous editions, there's an automatic replay following dunks.

Mastering the art of defensive blocking is hard.



The two-player skills mode – play to sink the most shots.

Back in '98, NBA Courtside was the best b-ball game around, establishing a Nintendo franchise that beat the pants off long-established competitors. Now it's back, can it still pop a three-pointer past the likes of EA and Sega?

First up, let's just make one thing clear – as far as basketball games go, this is about as good as it gets in terms of graphical 'wow' factor. Unlike other titles which try for an ever-more realistic look, *Courtside* goes for a bold, almost cartoony appearance, with bright colours, clearly defined players, and loads of little touches around the court.

Gamecube has power to burn when it comes to knocking out something this simple – the ten players are fully reflected in the shiny floors, and around the sidelines you'll notice resting teammates stretched out on chairs watching the game. Even the animated 2D crowd looks decent from a distance, although they're a bit worrying when they get too close to the screen. There are a few little glitches from time to time, which are only noticeable if you really look for them – players sometimes pass through the rim of the basket, and there's some minor slowdown when panning the camera in replay mode. But apart from that, it's excellent.

Flash baskets

Of course, all the nifty graphics in the world wouldn't make a duff sports sim worth playing for more than five minutes. Maybe it would be asking too much for this edition of *Courtside* to have as much of an impact as the original did, but developers Left Field can't be faulted for trying something different here. The big innovation is the passing system – you give the ball by tilting the C-stick in the general direction of the player you want to pass to. Brilliant in theory, but in practice it doesn't offer anything more than the trusty old icon-passing does. Even the fact that the buttons on the controller are freed up for other actions makes little difference, since you have to keep your thumb resting on the C-stick if you're planning to do any passing. Holding the shoulder buttons activates the turbo and other special moves, with the chunky A-button for just about everything else.

Perhaps because it's harder to quickly combine passing with other moves, the game's overall difficulty level seems to have been reduced. If you're pretty good at basketball sims, you won't have much trouble waltzing through defences and powering home dunk after dunk, particularly if you play as the near-invincible LA Lakers.

Mind you, *NBA Courtside* is still extremely good at what it does. You might find more long-term challenge in other basketball games, but we've had more fun with the slick, arcadey *Courtside* than we have with any of the recent EA titles, and it's far better-looking than even the Xbox equivalents. Veterans might want to wait to see how Sega's effort turns out, but if you prefer a Nintendo-style take on the sport, *Courtside* does the job more than adequately.

MARTIN KITTS



NBA COURTSIDE 2002



- Lovely graphics.
- Slick presentation.
- Smooth gameplay.



- Strange, unwieldy passing system.
- Floaty physics.
- Too easy.

IF YOU LIKE THIS...

NBA Courtside
Nintendo
NGC/18, 90%
The only other *Courtside* game released here is still worth a look.





8 VISUALS

Excellent. Hats off to Left Field for a great job on *Courtside*'s graphics.



7 SOUNDS

The commentary is okay and the music is above average (even the rap song).



6 MASTERY

Apart from the graphics, it's similar to other basketball games.



7 LIFESPAN

As usual, a large range of gameplay options to fiddle with.

VERDICT

Classy stuff, although not quite as impressive as the original was back in 1998. Well played, all the same.



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Dark Summit is only available on import. To get hold of a copy, call CA Games on 0141 334 3901



TRICKS *Twist and turn like crazy by launching off a ramp and pushing the stick – or tap out a special trick code incorporating the X and Y buttons.*

MT GARRICK Dark Summit *is essentially one gigantic, multi-routed downhill run – but you'll only earn the right to take chairlifts to the higher, more difficult sections of the mountain by beating 'exciting' challenges.*

POINTS METER *The top bar shows Chairlift points, earned by completing challenges. They unlock new areas higher up Mt Garrick. The lower bar represents Shopping points – digital cash for new gear.*

TALK TALK *Everyone from the evil Chief O'Brien of the Ski Patrol to your anonymous mentor fancies a chat as you head down the slopes. Gives the game 'character', see. Or at least that's the idea.*

CHALLENGE GATE Dark Summit*'s bread and butter: slip through here and you'll be gifted a challenge, from grinding five rails to catching a wild husky. Just don't take too long about it, eh?*

DARK SUMMIT

Summit's not sitting right.

INFO BURST

DARK SUMMIT

DEVELOPER:	Radical
PUBLISHER:	THQ
PLAYERS:	1-2
MEM CARD PAGES:	4
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

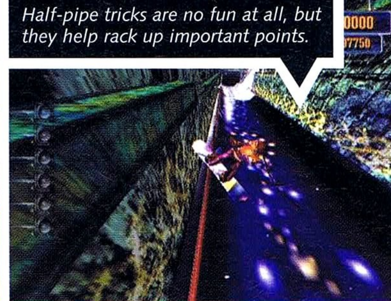
WHEN'S IT OUT?

US	UK	Japan
Now	Summer	TBA

COST: $50 (£35)

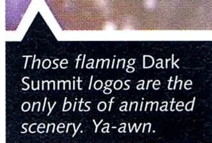


Nasty collision – and rubbish falling-over animation – imminent.



Half-pipe tricks are no fun at all, but they help rack up important points.





Those flaming Dark Summit logos are the only bits of animated scenery. Ya-awn.

SCRAPHEAP CHALLENGES

Four of the many exciting mini-quests available to the *Dark Summit* player.



SHOVE YOU *Chase after someone – usually a ski patrol member or your arch-enemy 'Rex'. They're so slow, you usually find yourself overtaking.*



SNOWMAN/NO MAN *Smash through ten white guys within a time limit. The chunks of snowman bouncing down the slopes are especially pleasing.*

Multi Point Grab

JUMP JUMP *Halfway down Mt Garrick lies a hee-uge ski jump, used for tasks such as 'Perform Five Flips Before Landing!'. Breathtaking stuff? Nah.*

The Bomb

BANG ON *There's part of a colossal bomb hidden in each of Dark Summit's five stages. A friend will lead you there, but a hefty grind's needed to reach.*



Dark Summit's unnerving facial animation rivals even FIFA's.



This is what happens when you snowboard into a mine, see.





GOOD SHOW

By spinning, flipping and somersaulting buttock-over-breast, you eventually earn enough points to unlock extra outfits and boards for your rider. Sound familiar? That's right – SSX did exactly the same thing, but at least with SSX 'new outfit' meant slightly more than 'existing outfit but with added sunglasses'. Bad.

That SSX Tricky made one heck of a lot of cash for EA, didn't it? It sure would be nice to share in that Everest-dwarfing mountain of moolah, wouldn't it? Hey! Maybe if we created a futuristic snowboarding game with outrageous stunts and ker-azy characters… throw in a spurious twist or two, obviously… we could have a guaranteed moneyspinner!

If that's the kind of thought that rippled through Radical Entertainment's collective brain before they set to work on *Dark Summit*, respect is due: because this *will* sell. There are enough imagination-free consumers out there, punters who'll be drawn to the 'Xtreme' theme and Nokia sponsorship like moths to a flickering light bulb, to make this a success. But they might as well be throwing their wages in a furnace – *Dark Summit* is as embarrassingly unaccomplished a clone of *SSX Tricky* as you could imagine.

There's *one* new idea in *Dark Summit*: rather than simply slide down the mountain pulling off stunts, you carry out challenges set by a spy who contacts you on your Nokia mobile phone – cool! Most of the tasks revolve around, er… doing stunts. But every so often a half-decent mission (smashing through snowman, fleeing riled patrolmen) does generate low-wattage excitement.

If this challenge-based play was married to the kind of silky stunts, intuitive button-mashing and breathtaking sense of scale as *SSX Tricky*, Radical might have been onto something. But it isn't. Unresponsive controls make cartwheeling off ramps and stringing grinds together as hard as possible – the result is face-reddening frustration at simply not being able to do what's asked of you.

Poor for the course

The courses, too, aren't a patch on *SSX*'s. No marathon grinds along telegraph wires sitting miles above the course; no secret tunnels behind smashable glass billboards or off-course shortcuts blanketed in deep snow; no leaping off a ramp and staring a 1000-metre abyss in the face. In fact, *Dark Summit*'s Mt Garrick – divided into sections of increasing difficulty – is disturbingly *flat*. The barrels and crates that you can bash into and send tumbling down the slopes are a neat touch, but the journey downhill is dull, dull, dull.

Sucking *Dark Summit*'s score down to more depressing depths is a silly storyline (Mt Garrick is home to sinister government experiments that you're out to expose), some of videogaming's worst-designed, least-likeable characters, and a shedful of unforgiveable shortcomings. Such as this: missions are handed to you by racing through 'Mission Gates', but there isn't a map to show the gates you've yet to find. Or this: if you fall down a ravine, the game places you back on the track, with a giant blue *Dark Summit* logo filling the screen so you can't see where you're going.

There is no better way to describe *Dark Summit* than as the poor man's *SSX Tricky*, seeing as Radical have borrowed all but the most exciting, imaginative and masterful bits of EA's snowboard-'em-up. And with *SSX* itself out there, there's barely a reason for *Dark Summit* even to exist.

MARK GREEN

DARK SUMMIT





- Crisp, smooth visuals, if a little drab.
- A handful of challenges are fun-ish.

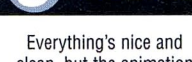


- Plot-driven play – but with a dire plot.
- Courses totally free of exciting bits.
- Two-player mode is as fun as burning your elbow on the iron.

IF YOU LIKE THIS...

SSX Tricky
EA Big
NGC/65, 88%
Everything that *Dark Summit* so desperately wants to be. But isn't.

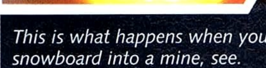




5 VISUALS
Everything's nice and clean, but the animation is just rubbish.



3 SOUNDS
Truly awful music, the occasional half-hearted speech sample.





5 MASTERY
Listen carefully and you can hear your Gamecube weeping in abject shame.



5 LIFESPAN
Before long Weekend Watchdog will seem compelling in comparison to this.

VERDICT

If there's any justice, *Dark Summit* will run next to *SSX* in shops – and deserve all the derision it gets.


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GAME BOY

AND TIPS FOR YOUR GAME BOY
AND PRINTER

REVIEWED THIS ISSUE!




ROGUE SPEAR

page 57
Espionage and tactics in Ubi Soft's top-notch shooter



TEKKEN
GBA's kick-ass 3D battler reviewed!

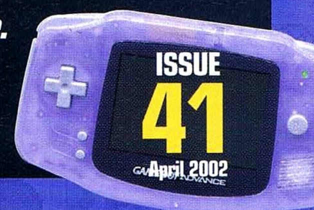
BROKEN SWORD

PLAY DETECTIVE IN GBA'S BEST-EVER ADVENTURE!



PLUS

- Witness the horror that is *Mortal Kombat Advance.*
- First-ever shots of the amazing *Lord of the Rings.*
- Previews of *Dragon Ball Z* and *Wizards.*
- Loads more news, previews and reviews inside…


ISSUE
41
April 2002

Welcome to Planet Game Boy

I love it when a gaming month comes together. There have been two new titles that have got me very excited indeed, namely Revolution's superb conversion of *Broken Sword* (in my opinion the best version to date), which has given me many a sleepless night as I've laid in bed solving mysteries and chuckling away to myself. Secondly, it has to be the fantastic *Wizards*, an RTS/action hybrid that I was lucky enough to get to grips with courtesy of Bits Studios. If ever there was a game to keep your eye on, this is it – it's one of the most refreshing new titles I've had the pleasure to witness in a long time, and with any luck a finished version will soon be winging its way to my desk in time for a review in next month's issue. Fingers crossed.

In the meantime, I'm going to be busy with some other new gems this month. They include the utterly fantastic four-player link up modes in *Rogue Spear* and the brilliant conversion of *Tekken* – which along with *Doom* has to be one of the most visually impressive games your GBA has to offer.

Lastly, the issue of GBA's murky screen seems to be slowly rectifying itself without the need to slap a giant slab of battery-hungry plastic to the front of it. You can either seek out an import Advance that's fitted with one of Panasonic's new screens, or alternatively, take a screwdriver to your GBA and light it internally. As of now, we'll be striving to test out both possibilities in order to bring you a recommendation next month...

Geraint Evans, Editor

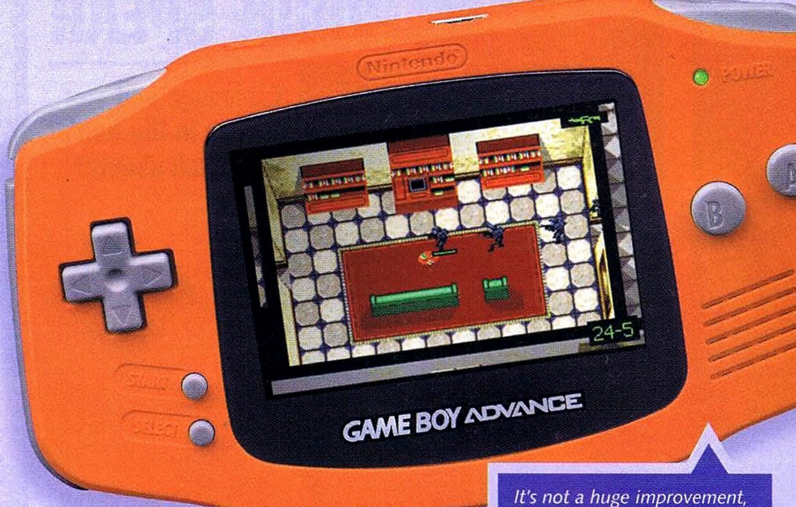
planet GAME BOY
Planet Game Boy, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW
April 2002
Editor: Geraint Evans
Contributors: Paul Edwards, Dan Geary, Laura Sheppard, Justin Webbulation

GBA SCREEN-SWITCH?

Unfortunately, we're not entirely sure what's going on with this but the news is certainly intriguing. After receiving an Orange GBA from Japan, we noticed that the screen was sharper, and with slightly improved contrast, making viewing a little easier than on the Purple, Arctic and White colours. Now there have been rumours flying around for some time that Nintendo (and the rest of the world, for that matter) were somewhat displeased by the quality of Sharp's LCD screens and had, as a result, switched production of GBA screens to Panasonic. Now, as far as we know there is absolutely *no* truth in this whatsoever. However, we *do* know that in order to meet the ever-growing demand for the handheld, Nintendo signed on Matsushita (Panasonic) to manufacture five per cent of screens in order to meet their plans of shipping 24 to 25 million GBA's by the end of March 2002.

Now the question is, are Panasonic themselves producing the screens for the Orange and Black GBA's alone or just five per cent of *all* GBA colours? If it's five per cent of *all* coloured GBAs then you have a one in 20 chance of getting a slightly higher quality screen when importing your Japanese GBA. If Panasonic are only producing the Orange and Black units alone, then obviously you'll be sure of getting the improved screen.

Other than importing a truckload of GBAs of every colour and testing them against each other, we have little way of finding out – but as we went to press it *appeared* that these screens are limited to the Orange and Black GBAs alone. Naturally we will try our very best to get absolute confirmation one way or the other and let you know by next month.



It's not a huge improvement, but it's definitely noticeable.

LORD OF THE RINGS

Probably one of the hottest licences on the planet right now, *Lord of the Rings* is making its inevitable debut on GBA. Scheduled for a fourth quarter release, it will accurately follow the exploits of the Fellowship of The Ring, leading up to the halfway point of the second book, The Two Towers.

Being described by developers Pocket Studios as a 'lite RPG', it will feature a vast landscape modelled on Tolkien's descriptions of Middle Earth with a 'streamlined' turn-based battle system and all the main characters from the books.

So far, it's looking very tidy indeed, but there's still some time to go before we get our hands on any playable code, so in the meantime, satisfy your curiosity with these beautiful little shots.



It looks great, but some of the ropey dialogue hints that it has some way to go.

PORTABLE MONOPOLY UPDATE

Soon after we reported on Adam Curtis' internal GBA light invention at *Portable Monopoly*, it came to our attention that he is currently producing the kits and setting up a mail-order system that will allow you to receive your kit around mid-April. So far the kits are priced at around $35 – about the cost of a new game after you've paid for postage and packing.

Be warned that using the kit will require you to open up your GBA and do some seriously fiddly tinkering, though. And *make sure* you read the FAQ on www.portable monopoly.com thoroughly before you decide whether or not to give it a go.



Finally finished and ready to go...


The multiplayer wasn't quite finished when we tried it, but it was fantastic fun all the same.


More control during battles sets this apart from your traditional RTS.


The blue fella in the middle is your vital head wizard.

WIZARDS AT WAR

We had a sneak peek at this back in NGC/63 and while we knew it was going to be good, we didn't realise it was going to be *this* good. Initially, we thought this was going to be a sequel to the superb *Warlocked* on GBC (and technically we suppose it is) except Bits Studios have completely evolved the gameplay into something *very* special indeed.

They felt that the RTS traits of the original – such as unit building and resource gathering – slowed the proceedings down somewhat. In order to speed up the experience and give it a little more immediacy they've added some truly inspired action elements to the mix so that it plays like a hybrid of *Command & Conquer* and *Cannon Fodder*. The strategy elements are still in place but with the bonus of being able to aim your attacks yourself while having better control over your units in general. This means levels can be more dynamic and makes it possible to have boss battles and more frenzied multiplayer games. We've only had a few hours with this unfinished game and we already love it – when it's out in April, so will you.





Fans of the series will probably go as mental as Geraint over this one.

DRAGON BALL Z RPG

The news of this handheld RPG that promises to stick very closely to its hugely popular anime namesake is likely to please its legion of fans no end.

Entitled *The Legacy of Goku* the game requires you to guide Goku through a simplistic *Zelda*-style world as you try to find your son, Gohan, who's been kidnapped by the nasty Raditz. As you'd expect, big heads and spiky haircuts are the order of the day as you power up your stats and root out clues to help you progress through situations taken directly from the cartoon.

So far it doesn't look particularly inspired, but the action-based battle system and the promise that this will stay true to the series should make it the *Dragon Ball* title the games world has been sorely lacking for so long.



MINOR MINER

We don't know whether to laugh or cry. Yes, it's *Manic Miner* and, yes, it's one of those games that makes us go all gooey inside, but do we *really* need to play it again?

Whatever, it doesn't look as if we've much choice – rest assured the minute it arrives the whole office will go "Ooh *Manic Miner*, let's have some!" before dribbling like demonic pre-schoolers. It's dangerous to let nostalgia get the better of you, but still, we'd be lying if we said we weren't just a little bit intrigued. We'll have a full review next month.



The infamous Speccy classic makes a return. Try not to get too excited, now.

Five Star Scoring



A simply fantastic game, and an essential purchase.



Well worth a look, this is an excellent title.



Some problems, but almost certainly good fun.



Flawed. Probably not worth bothering with.



Utterly lamentable. Avoid like the plague.





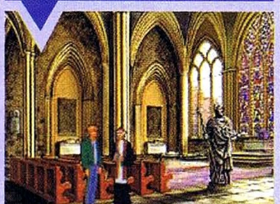
The story is told through a number of nicely drawn stills.

Here you see the 'pick-up' icon in action.



This clown kicks off the story. You'll be hunting him down for most of the game.

With so many locations you'll be at this for ages.



BROKEN SWORD

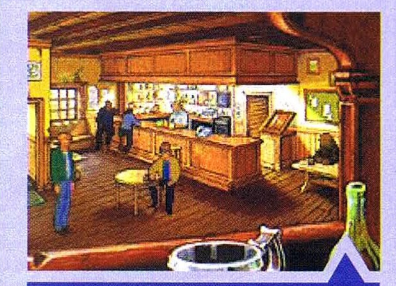
Some of the puzzles can be tricky, but thanks to the icon system, you'll never be stuck for long.



GBA REVIEW | From: BAM! **Price:** £35 **Save:** On-cart
Players: 1 **Single-cart link-up:** No **Out:** Now

This is just brilliant. Why no one thought of doing *Broken Sword* before is anyone's guess, because the conversion of classic point-and-click adventures to Game Boy Advance is exactly what the platform needs, and what better way to start than with this, one of the PSOne's best adventures. In fact, one of the best adventures *ever*.

Broken Sword: The Shadow of the Templars follows George Stobbart, an American tourist who gets caught up in a mystery after witnessing a murder in a Parisian cafe by a clown armed with a bomb. After being caught in the blast, he takes it upon himself to stick his nose into anyone and everyone's business in order to get to the bottom of things.



The Oirish pub is one of the many regional stereotypes that you encounter.

Cue a massive investigation that sees George trekking half-way round the world conversing with the locals, asking questions and solving increasingly intricate puzzles in his quest to uncover clues and secrets dating back to the Crusades.

Clicking good

As any point-and-click adventure enthusiast will tell you, aside from the all-important story there are a number of key elements which need to be in place. Crisp, well-animated visuals, an efficient control interface and interesting characters and dialogue are essential – all of which we're pleased to say are evident in *Broken Sword*. Firstly, the design for the locations and the animation on the characters is superb. Despite having to make some obvious compromises for the GBA's small screen, Revolution have done a remarkable job with the conversion. There's never a point where you're struggling to see what's going on, which is *vital* to these kinds of adventures, but perhaps most importantly, due to the high standard of the presentation, solving puzzles to open up the stunning new locations becomes a genuine pleasure.

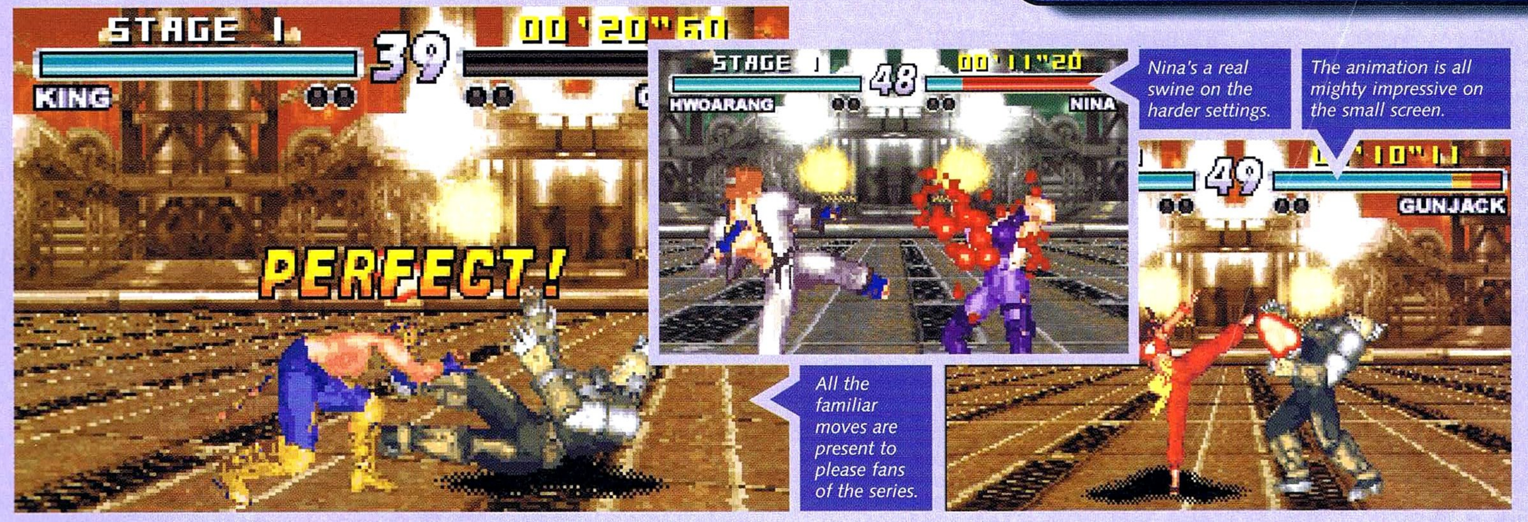
Next up on the special mentions list has to be the excellent dialogue. Normally, any game with a load of text to shift through becomes excruciatingly tedious and to be brutally honest, the original *Broken Sword* was probably one of the biggest offenders. Thankfully though, the GBA version has been abridged significantly, and it's all the better for it. Despite having some slower moments when the plot is being explained in detail, the gags, asides, sarcasm and quips all flow freely enough for you to be chuckling away to yourself at regular intervals – although that said, some of the dry humour may be lost on younger players. This isn't the only aspect that *Broken Sword* has improved in, either. The control system has been totally revamped, allowing for quicker navigation of the locations, while the new icon system makes finding important areas and dealing with them far easier.

When all's said and done it's virtually impossible to fault *Broken Sword*. Okay, so once you've finished it, you probably won't play it through more than once – but then that's part and parcel of the genre itself more than anything. Suffice to say, we can't recommend this enough. It's about as close to a good book as any handheld title is likely to get, and is one of the most engrossing GBA experiences your money will buy. Excellent stuff.

5

ICON DO BETTER

If you've ever played *Monkey Island* and its many sequels you'll be familiar with the wonders of screen to screen play, where you're doing little more than waving a cursor around looking for 'hot spots' (locations where you can get your character to do something), and then watching as your character moves to that place. No more. In what is plainly a stroke of genius, Revolution have altered the controls so that George is now directly controllable via the D-pad, eliminating all that 'click-and-follow' business. Lastly, in order to get rid of those irritating periods where you haven't the faintest idea what to do next, you can press the right shoulder button to highlight the areas you can interact with. It might make puzzles a little easier and quicker to solve, but it makes playing far more fun than before.

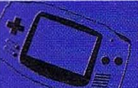


Nina's a real swine on the harder settings.

The animation is all mighty impressive on the small screen.

All the familiar moves are present to please fans of the series.

TEKKEN ADVANCE



GBA REVIEW | **From:** Namco **Price:** £35
Save: On-cart **Players:** 1-2 **Single-cart link-up:** No **Out:** Now

Attempting to bring a 3D fighter to a handheld is a brave move indeed, because no matter how hard you try, it's always inevitable that there's going to be a massive loss of detail in the transition. Still, if anyone was going to give it a decent stab, Namco were the company to do it – and true to form, they've done a fantastic job.

This really is pretty impressive stuff, and like *Doom*, is a clear indication of just how powerful and versatile your GBA actually is. Okay so it may be pseudo-3D, but it works very well indeed. Rather than have polygon-characters, *Tekken Advance* has sprites which can move in three rather than the normal two dimensions over the floor area to give the impression of depth. Using this technique the sprites can dodge in and out of the screen and, if need be, circle their opponent. Naturally, it doesn't quite have the fluidity of its home console cousins, but the important thing is that it *looks* and *feels* just like *Tekken*, the camera even zooming in and out of the action at key moments such as when players execute throws and grapples or move far apart from each other.

Tekken the mickey

As far as the all-important gameplay goes, nothing has suffered too much here, either. Granted, the controls have been simplified to accommodate the GBA's four-button configuration, but using combinations of L, R, A, and B it's still possible to string together combos of regular and special moves and juggle attacks in much the same way as before. This is also helped in part by the fact that reactions to connected strikes by both attacker and the target itself effectively mimic the timing of the other versions – again, making this *feel* exactly how it's supposed to. Unfortunately, this is also one of the reasons why *Tekken Advance* doesn't quite get top marks.

The thing with *Tekken* on GBA is that the fighting experience is substantially slower and more cumbersome. It might look 3D but it essentially plays like a 2D fighter minus the snappy immediacy of fights taking place on a single horizontal plane – causing many a scrap to degenerate into mindless button-mashing, and making it all feel far less finely tuned and accomplished than *Street Fighter Revival*. On top of that, there's not much here as far as extra modes and unlockable secrets go. In fact, there's only one extra fighter to uncover, and considering the AI isn't the sharpest tool in the box and there aren't many fighters to play with in the first place (nine in total), we have some serious doubts about *Tekken Advance*'s longevity as a single-player game. Lastly, there's some pretty sloppy balancing in the game, with some characters having ridiculously cheap moves that allow you to simply hammer the same button over and over again to guarantee a stupidly easy victory.

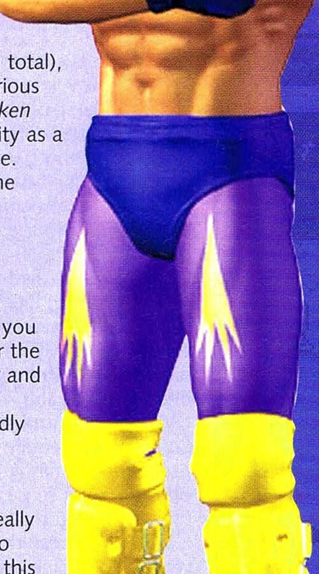
That said, if you're a massive *Tekken* fan and really crave the ability to play it anywhere, this is as close as you're likely to get – especially if you have a mate to regularly play against.

TAG-TEAM

As well as the standard Arcade mode, there's also Survival mode, which gives you the chance to smack about as many CPU characters as you can before your one health bar runs out. There's also a Tekken Battle mode which allows you three characters to play with. If one of your fighters loses all their health, you lose the round. Unfortunately, there isn't as much strategy in these battles as we'd have liked, as you're unable to execute moves in unison (such as smacking an opponent into the air before bringing in a striker to juggle them).



Nice to see that Gun Jack's sheer uselessness has survived the journey to GBA.



MORTAL KOMBAT



GBA REVIEW | **From:** Midway **Price:** £35
Save: On-cart **Players:** 1-2 **Single-cart link-up:** No **Out:** Now



The blood doesn't even stay on the floor any more.

While *Mortal Kombat* never quite had the same kind of success as *Street Fighter*, it certainly enjoyed a whole load of attention – primarily because of its digitised characters and spine-ripping fatalities. And, by the time the series reached its third instalment, it actually started to get really good, with some real depth to its combo system and a healthy character roster. So the news that the advance version was going to be based on *Mortal Kombat 3* was welcome indeed.

What *wasn't* particularly welcome, though, was the fact that this is about as appetising as a pair of cold, soggy knickers. All Midway had to do was to directly port the excellent SNES version to the GBA and all would have been well. But no. Instead, they've managed to ruin it all through a worrying display of slackness. The collision detection is wretched, the control system is unresponsive and cumbersome, there are loads of basic moves missing – the whole thing is a total shambles. To top it all off, the AI is stupid enough to just walk into your projectiles time and time again, making progress through the supposedly tougher stages stupidly easy. If you're looking for a decent handheld version of *Mortal Kombat*, you'll be mortified at the rubbish on offer here. Stay Away.

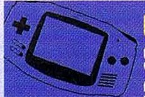
1



Blimey, he actually ducked a projectile – it's a miracle!

Even the fatalities can't hold our interest for long.

INTERNATIONAL WINTER SPORTS



GBA REVIEW | **From:** Konami **Price:** £35
Save: On-cart **Players:** 1-4
Single-cart link-up: Yes **Out:** Now



Make sure you've friends to play with – otherwise it's a bit dull.

A timely release for this Winter Olympics-style title – and as initially sceptical as we were about its quality, this ain't half bad.

Offering ten different events, up to four players can compete in snowboarding, biathlon, downhill skiing, figure skating and luge – among others – all of which are nicely represented by decent visuals and a competent control system. Some events require the usual button-mashing, others a good sense of timing (the figure skating is a little like beat-rhythm games), while ski-jumping and biathlon use a combination. It's the same sort of thing as in this month's GC version – except it works better in miniature.

So while there's nothing terribly spectacular going on, it's good for a laugh provided you've got three mates to play with – but we'd have reservations about getting a copy if you're only going to be doing this on your own.

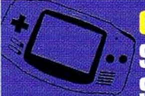
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The fiddly controls can be a nightmare, but you do get used to them… eventually.

JURASSIC PARK DINO ATTACK



GBA REVIEW | **From:** Konami **Price:** £35
Save: On-cart **Players:** 1
Single-cart link-up: No **Out:** Now

You'd think Konami would have far better things to do with their time than just bang out dodgy games based on films no-one really cares about any more, but then what do we know? *Dino Attack* is the latest *JPIII* game doing the rounds, and despite not being quite as bad as the awful *DNA Factor*, it's not exactly the most memorable title either.

Basically, you have to get off a dino-infested island without getting your face chewed off by angry raptors, by guiding your hero around isometric landscapes, solving locked-door-and-key-style puzzles… and, er, that's it. The visuals aren't actually all that bad – the only thing that really annoys us is the total lack of imagination and the clunky control method. If you get given this, then lucky you, but try not to get *too* tempted to spend your own money on it.

2

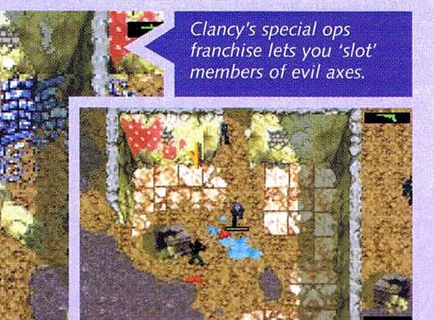
RAINBOW SIX ROGUE SPEAR



GBA REVIEW | From: Ubi Soft **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single-cart link-up:** No **Out:** Now

Oh dear. Looks like our lone-wolf sniper has worn the wrong camo to work again. See ya...

We've had our eye on this for ages and it's safe to say that *Rogue Spear* has lived up to our expectations – making it yet another unique and worthy addition to the GBA's growing library. Viewed from an above/side-on perspective, you have to guide a team of four operatives in a number of diverse missions. Before the mission begins, you get to choose your squad from a number of units. These range from Assault (your basic grunts) to Recon, Sniper or Demolition units with specific skills, from stealth and speed to blowing the flip out of things.



Clancy's special ops franchise lets you 'slot' members of evil axes.

The missions consist of you manoeuvring your troops with the D-pad and selecting individuals for the task at hand. If you want to take out a group of terrorists in confined spaces for example, it's best to lead with an Assault team and spray the place with lead. If, however, you want to rescue an individual held in an open space, just select your sniper and knock out any opposition from afar. The tactics you can choose are quite diverse and there's a great deal of satisfaction to be had from sneaking about and employing different strategies.

On the downside, the single-player isn't as involving as we'd have liked, and things can get a *little* tedious at times, but this is more than made up for by the incredible multiplayer. Grab three mates, tool up and this *really* comes into its own, and can only be described as tactical espionage heaven, as you skulk around sniping your mates and pumping them full of lead. It mightn't be up to the exacting standards of, say, *Advance Wars* but this is definitely worth a look nonetheless.

4

F-14 TOMCAT



GBA REVIEW From: THQ **Price:** £35 **Save:** Password **Players:** 1-2 **Single-cart link-up:** No **Out:** Now

Well, it was certainly a bold attempt at trying a flight sim on GBA – but unfortunately the experience is just way too bland to nudge this up to being worthwhile.





A GBA flight sim is a fantastic idea, but this one's just too dull and unfriendly for our liking.

The first gripe we have is with the combat. This aspect of the game should be the most fun, but instead all the dogfights merely degenerate into the repetitive process of having to get the enemy ahead of you by watching the radar, and letting loose a few cannon rounds before getting enough distance between you to repeat the same tactic. There's no thrill of chasing down enemy Migs, because the second you spot them you have a five-second window before they're behind you again.

Also, *all* the levels take place over the ocean which means there's absolutely *no* feeling of diversity in the missions whatsoever. Granted, the four-player mode is fairly good fun, but to be honest you're probably going to have a pretty hard time convincing three of your mates to fork out the cash for this.

Like we said, it's a great idea, and it demonstrates the potential for a hand-held flight sim – but not if it's done like this.



Moto GP: *a bit like Road Rash, minus the intellectual complexity.* (Road Rash? Intellectual complexity? – *Ed*).



MOTO GP



GBA REVIEW From: THQ **Price:** £35 **Save:** On-cart **Players:** 1-2 **Single-cart link-up:** No **Out:** Now

Ever played Sega's *Hang-On*? Well, that's pretty much what you've got here. This time, rather that taking place on the open road you have 16 tracks to scuff your kneecaps on and a variety of modes from a quick race to the obligatory tournament and time-trial modes.

As far the gameplay is concerned this is essentially a tweaked manifestation of Sega's classic, which time has revealed to be... well, pretty duff. All you do is hold down the accelerator and take it off for the requisite period of time depending on the gradient of the turn. Just to spice things up you can pull wheelies to give you a speed boost – and that's pretty much it. According to the press release it has "incredible opponent AI" – if by incredible you mean tilting and weaving from left to right like an inebriated tramp.

In its favour, it's speedy – but it's so shallow, you won't want it in your GBA for longer than ten minutes.



CRASH BANDICOOT XS

GBA REVIEW | From: Vicarious Vision **Price:** £35 **Save:** On-cart **Players:** 1-2 **Single-cart link-up:** No **Out:** Now



Fruit and crates: the two truly essential ingredients in any Crash game.

There you go – look, it's the obligatory water level that no platformer can bear to do without. Watch us jump for joy.

Another month, and another platforming mascot worms its way into the GBA's library – this time in the shape of orange fruit-munching weasel Crash Bandicoot. Fair play to him though, because he's survived the transition to the small screen pretty well, with some sweet animation and visual effects. The sound's absolutely spot-on too, with the crate smashing and fruit-guzzling samples sounding just as they did in the original PlayStation version.

Gameplay-wise this is about as *Crash* as you're going to get. The controls feel very much the same, and the main bulk of the levels (side-on rather than third-person 3D) are pretty much what you'd expect from a Crash Bandicoot game, with the usual smattering of moving platforms, spiked pits, TNT-filled crates, power-ups and bonus levels.

So, while there's nothing in here you've not seen before, Vivendi have done a commendable job of bringing *Crash Bandicoot* fans exactly what they want – in particular the excellent chase levels where Crash has to leg it away from angry beasts in a heart-pounding stampede.

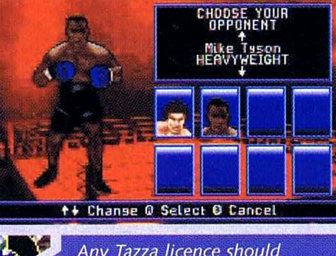
That's pretty much all there is to it – and with only 20 or so levels to play through it's not going to take you too long to finish. Non-bandicoot enthusiasts should probably go for Nintendo's platformers – *Crash* fans will find more then enough to satisfy them here. Very enjoyable indeed.

4



It's a nice port of a Bandicoot game – shame there aren't many levels.





Any Tazza licence should include a special "pre-match punch-up" mode. Should!

MIKE TYSON BOXING



GBA REVIEW | From: Ubi Soft **Price:** £35 **Single-cart link-up:** No **Players:** 1-2 **Out:** Now

The unpredictable ear-biting nutter get's the sporting licence treatment this time round, and for some reason it's a clumsy mess of a fighter.

Admittedly the rotating ring is quite a nice touch and the boxers are suitably chunky and nicely animated but the trouble is that the boxing action is just so *dull*. The fighting mechanics are just so slow and cumbersome that you never feel particularly excited by what's going on – it's simply a case of charging your punches and timing your movement so that your fist goes in the opponent's face. Unfortunately, this is easier said than done because for some reason the CPU characters are nearly always crouching for about 80 per cent of the match.

Lastly, the range of punches and moves available is pitiful, so the depth and variety of the game is sorely lacking – this ultimately makes even the multiplayer a pretty pointless endeavour. If you simply *must* have a boxing game, then THQ's *Boxing Fever* (NGC/65) is the best you're going to get.

1

GREAT OUTDOOR GAMES BASS TOURNAMENT



GBA REVIEW | From: Konami **Price:** £35 **Save:** On-cart **Players:** 1 **Single-cart link-up** No **Out:** Now

We know jack about fishing. More to the point, we don't really care. So it's all the more strange to find that this is actually an oddly entertaining game.

Basically, you travel around a number of locations and choose suitable fishing spots before being presented with a first-person view of a lake. From here you choose a lure before casting it into the water. Cue a side-on underwater view where you have to manipulate the lure so as to attract fish. Next comes the amusing bit – your piscine victim bites the lure, prompting the GBA to bleat "Fish On!" before playing insane Banjo music while you reel the fish in. Do it successfully and someone will suddenly say something along the lines of "Florida Bass... Poor" before giving you the weight of your catch.

To win the tournaments you need to catch many big, fat fish as possible. As unlikely as it sounds, this all proves to be good, fishy time-passing – and if you really *must* have a fishing simulator then you may as well make it this one.

3



You have to use the right lure to experience the sheer thrill of a 'fish on!'



We want your Game Boy tips! Send them to: GB Tips, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

DEXTER'S LABORATORY

Simply enter these shoulder button codes during the game for the following effects:

CHEAT CODE	EFFECT
LLRR RRRR LLRR LLLR	Low gravity
LRRR RRRL RLLR RLLL	Reversed controls
LLRR RRLR RRLL LLLL	Strong enemies
LRRR RRLL LLRR RRLL	Fast enemies
LRRR LRLR LLRL LLLL	Slow enemies
LLRR RLRR RLLR RLLR	Slippery floor
LRRR RLRL RRLL RLRR	Fast Dexter
LRRR RLLL RLLL LLLR	Less damage
LLRR LRLL LRLL RRLL	Extra life (9 Max)
LRRR LLRR LLLL RLLR	More ammo



HARRY POTTER



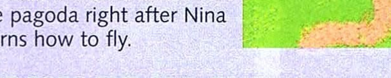


PROPER END SEQUENCE
To get a better end sequence when you complete the game you have to get all 15 Folio Magi cards for Ron to give you the final card. Then you need to get a perfect House Point score (600) so that Gryffindor win the house cup.

BREATH OF FIRE

SEE CHUN-LI
When you meet the boy who thinks he's a magician (near Bleak) agree to his request – when he asks you to "look behind you," say no twice and then say yes. You should then get a glimpse of ol' Chunners practising her lightning kick.

EXTRA WEAPONS
Straight after you beat Jade check the throne for the emperor sword and the right-hand pillar for the star hammer. For the tri-rang search directly beneath the twin towers of the pagoda right after Nina learns how to fly.



GET 9999 EXP AND GOLD
When Jade asks you to join him in Obelisk (before you fight him), say yes. Every time he asks if you want to change your mind say no. Afterwards *don't* press any buttons and eventually he'll say "I'm bored," initiating a battle against four enemies. If you win you'll get maxed-out exp and gold for the battle.

ACTION REPLAY CODES

DOOM

MASTER CODE
CBBF5A14 0767CAD6
CDAD2A82 9BEE4132

INFINITE BULLETS
2A442D4B CD93CB86

INFINITE SHELLS
EBEB422A 264E5A81

INFINITE CELLS
DFA4DC6C ADBC404B

INFINITE ROCKETS
F123FA07 FE1E26B4

INFINITE ARMOUR
A579CE28 BFF0AE95

HAVE BLUE KEY
BF76B3C9 1BCA9F4D

HAVE YELLOW KEY
95D6D77D A71423DE

HAVE RED KEY
350837EE 37D1CD2A

HAVE SHOTGUN
A4E9F5B1 5051A549

HAVE CHAINGUN
019C50AE 7C44F22B

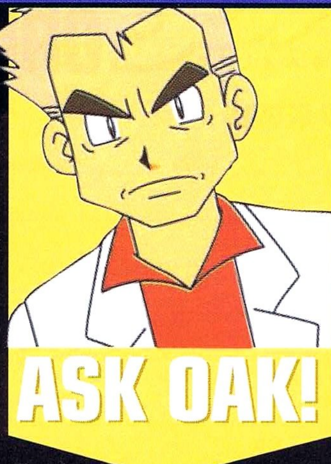
HAVE ROCKET LAUNCHER
62F84B83 7FDBF176

HAVE PLASMA GUN
1361EFA8 C09416BB

HAVE BFG 9000
644330F3 C7926AB4

HAVE CHAINSAW
54BB2952 9D9DA348

HEALTH
9830B40A 1700E582



ASK OAK!

"My, I look terribly serious in that picture up there. But maybe that's because solving your problems is something I take *very seriously indeed.*"

Fern Perry, Darlington: I'm trying my best to get my favourite Pokémon up to Lv100 but it's taking forever. Where's the best place to train up Pokémon quickly?

Prof Oak: It certainly takes a long time to max out your Pokémon, and to be perfectly honest, it really does boil down to hours of hard graft in the grass. However, there are a number of places you can visit that give high levels of exp. If you're lucky enough to own Crystal, then the battle tower is definitely the place to go. But for *Gold* and *Silver* players, the Elite Four, Mount Silver, SS Aqua, your rival and the 'phone call' trainers are by far your best bet. Other than that, it's going to take a lot of coffee and batteries. Good Luck.

George Finch, Glasgow: Please tell me where can I find the Pokéflute in *Pokémon Gold*?

Prof Oak: You don't actually find the Pokéflute – someone gives it to you. To get it you'll need to return the machine part to the power plant, then go to the radio tower and talk to the man who's facing the wall. You can then upgrade your Pokégear.

Lee Price, St Ives: My favourite Pokémon is Vaporeon and I really want a good move-set for it – but I just can't decide.

Prof Oak: It depends on your tactics. I would recommend Surf and Ice Beam as definites. Make it hold either leftovers or mint berry, too. The last two slots are best left for one of the following: Haze, Substitute, Attract, Acid Armour, Rest or Body Slam. Choose according to how you play best – I use Haze and Acid Armour myself.



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Welcome to Club GC, the part of the magazine designed to help you get the most out of your games.

The making of... SHADOWMAN

We go behind the scenes on this N64 serial thriller. Prepare to be scared. **90**



ALSO THIS MONTH...

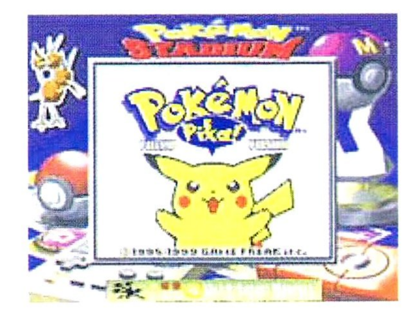
The tips you want, quickly...

TIPS EXTRA

YOUR MOST WANTED TIPS

Pilfer from our big skip of N64 tips – it's your last chance before Da Cube hits!

POKÉMON STADIUM 2



GAMES ON TELLY
Once you've bagged a NES in the My Room section, use it to see classic games like *The Legend of Zelda*, *Donkey Kong* and *Super Mario Bros* on the TV screen. Similarly, switch on the SNES to see stuff like *F-Zero* and *Super Mario World*, and fiddle with the N64 for *Wave Race 64* and *Starfox 64*.

DODUO MODE
Win all trophies in Round One Stadium – or defeat all the trainers in the Gym Leader Castle – to unlock Doduo Mode, which allows you to play *Pokémon Red*, *Blue* and *Yellow* at twice their usual speed through the Transfer Pak. You'll need to repeat the process in round two to use *Gold* and *Silver*.

DODRIO MODE
See off all the opponents up to Gary in White City and you'll be able to race through *Pokémon Red*, *Blue* and *Yellow* at four times the standard speed. Repeat in round two for *Gold* and *Silver* velocity-uppage.

BETTER GIFTS
Tired of receiving the same old tat from the Mystery Gift option on the main screen? Try selecting it at roughly the same time each day to guarantee yourself a top-quality pressie. You can use the Change Time option on the *Pokémon Gold/Silver* cart to fast-forward to the next day instantly – repeat this to cram as many gifts down your gob as you can swallow.

LIGHT BALL
Snatch all Pikachu's items away in *Pokémon Yellow*, and then plug the cart into *Pokémon Stadium 2*. You'll now be able to use the Light Ball, which doubles the yellow fellow's special attack.

THICK CLUB
Take away all of Cubone or Marawak's items in *Pokémon Red*, *Blue* or *Yellow*, then transfer to *Pokémon Stadium 2*. Now you have the Thick Club, which doubles both monsters' attacks.

CONKER'S BAD FUR DAY

FLOAT IN MULTIPLAYER
There are two ways of doing this: either jump out of one of the gun turrets on the War map while you're firing, or rapidly hammer A when you're carrying the sword.

RESET TIME
Another tip for the Frenchies in multiplayer Beach mode – simply leap into the water when you respawn and the clock is reset.

STOP THE CLOCK
This only works if you're playing The Beach mode in multiplayer. Send a Frenchy to the detonator on the hill, then wait until there are less than five seconds on the clock before hitting the big red button. The Tediz will be blown to bits – but the game won't end when the timer hits zero, so you can continue to press the detonator and murder the Tediz over and over again. Ha!

UNLOCK ALL CHAPTERS
Go to the codes screen and enter WELDERSBENCH.

SKIP INTRO
If you're as sick as we are of watching *Conker's Bad Fur Day*'s protracted intro sequence, try this: switch your N64 on, then press Reset when the warning message appears. Now *don't press*

EXCITEBIKE 64





CHEAT BONANZA
To activate the cheat menu, hold L, Right-C, Bottom-C and A at the main menu. You'll now be able to enter the following cheats:

IMGOINGNOW	Debug mode
MOWER	Invincibility
BLAHBLAH	Big heads
PINHEAD	Small Heads
SHOWOFF	Stunt bonus
YADAYADA	Mirror mode
MIDNIGHT	Night mode
TRICKSTER	All stunts unlocked
PATWELLS	Beat this!
WHEEEEEEEE	Downhill mode
INVISRIDER	Invisible riders
XLURIDER	Transparent riders
ROTCOLS	Odd colours
UGLYMUGS	Team photo

STAR WARS EP1: RACER





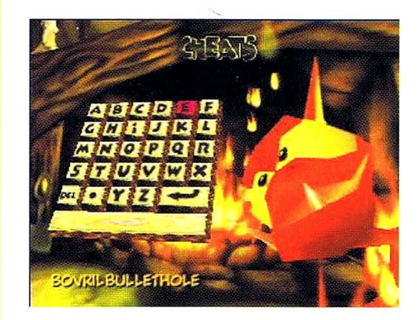
DEBUG MODE
While holding Z, enter RRDEBUG as a new filename, using L to select each letter instead of A. Once you're in the race, pause the game and push Left, Down, Right and Up on the D-pad.

INVINCIBILITY
Again, while holding down Z, enter RRJABBA as a filename, using L to select each letter. After you've started a race, pause the game and push Left, Down, Right and Up on the D-pad.

CHEAT MENU
Again, the same as above, but you should enter RRTANGENTABACUS as your filename. You should now see the letters OK sitting innocently in the corner of the screen, at which point you'll be able to enter your initials as normal. In the next race, pause the game and press Left, Down, Right and Up on the D-pad. You'll now be able to see the game's cheats menu.

anything until Conker starts to slice through the N64 logo. Hit Start at that moment and the intro will fade out.

FIFTY LIVES
Enter BOVRILBULLETHOLE on the codes screen.



PERFECT DARK

LOCK YOURSELF IN
Masochists and claustrophiles only need apply here. In Co-operative mode, head into the Air Force One level, then head up the stairs and punch out the two guards loitering on the second floor. Collect a key card each and use them to open the cupboards downstairs. Quickly, before they close again, run to the opposite closet. You'll now be locked in. Great fun, eh?

HEAD COUNTS AHOY
In the Combat Simulator, activate the slow motion cheat, and set yourself up against one Meat Sim. Give him the enormous bonce of Elvis. Now track the blighter down, kill him, then empty as many bullets as possible into that bloated alien head as he falls for multiple head shots. You can achieve much the same effect by punching an enemy until he falls, then shooting at his or her head as they lie unconscious.

GOLDS IN FIRING RANGE
Select the bronze-level Laptop Gun in the firing range, then hold down B, turn around, and press Z to throw the gun. Press Start quickly, then abort the game and *press Start again* to select another weapon. The Laptop Gun will still be active immediately afterwards, and will happily dispose of all the targets for you.

KILL SIMULANTS
Sims might be able to place mines, but they haven't learned how to avoid them. So simply chuck mines all over the place to see them off.

THE WORLD IS NOT ENOUGH

WALK THROUGH WALLS
Once you've unlocked the copper as a multiplayer character, change his face to the darkest shade and you'll be able to walk through any wall you fancy. This means you'll be able to shoot people without them seeing you. Tops!

FASTER TIMES
Hold the analogue stick down as you switch on the N64, and keep it that way right until the main menu appears. Now select whichever level you fancy, and you'll just keep on running – only by pressing down will you be able to stop. That'll make for faster times and no mistake.



HIDE IN THE FOREST
You'll need a character with dark clothes for this one, which takes place in the Forest multiplayer level. Head for the river, then turn left and clamber over the cliffs nearby. Follow the route along until you turn a corner, then drop down to the tiny ledge below. Now head for the trees – by sneaking around behind their fronds, you'll be able to pop caps in your rivals' rear-ends without them having the foggiest where you are.

ACTION REPLAY



BANJO-TOOIE

Infinite health Banjo/Kazooie
81120794 0A0A

Infinite health Snowball
80120797 0005

Infinite health Bee
801207A3 000A
801207A4 000A

Infinite health Washing Machine
811207A6 0A0A

Infinite health Submarine
801207B5 000A
801207B6 000A

Infinite health Detonator
811207BE 0A0A

Infinite health Mumbo
811207B8 0A0A

Infinite health young T-rex
801207C7 000A
801207C8 000A

Infinite health adult T-Rex
811207CA 0A0A

Alan Moore, Leamington Spa

TWINE

Unlock Forest multiplayer map
801147EB 0001

Unlock Sky Rail multiplayer map
801147EC 0001

Unlock Air Raid multiplayer map
801147ED 0001

Unlock Castle multiplayer map
801147EE 0001

Theo Tenore, London

For information about Action Replay carts, call Datel on **01785 810826** or visit **www.codejunkies.co.uk**



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll stick the best into our Readers' Tips column over the page, and if you make it in, we'll send you a rather flash **NGC** pin badge. If you get the coveted number-one slot, you'll get something extra special.

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HERE'S MY TOP TIP

It's for [game name]:

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Send to: Tips Extra, **NGC** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Remember, the best one wins an Action Replay cart from Datel **(01785 810826, www.codejunkies.co.uk)**

READERS' TOP 10 TIPS



1 EXCITEBIKE 64

To get rid of opponents, the second you pass them, drive in front and knock their front wheel away by tapping R and left or right on the analogue. This way you can get a well beast lead.

Eddie Edge, Edgbaston

2 F1 WORLD GRAND PRIX

Enter either 'chrome' or 'pyrite' as the surname for driver Williams and then go back to the title screen. Now, when you go to the racer select screen there'll be a gold or silver racer.

Luke Scott, Cumbria



3 PAPER MARIO

Give Tayce two koopa leaves and a mushroom and she'll make you a volt shroom. Now give her back the volt shroom with another koopa leaf and you'll get a life shroom.

David Treharne, Swansea

4 THE WORLD IS NOT ENOUGH

Defuse the bomb in Underground Uprising so that the timer reads 0:07 at the moment of deactivation. Just like the movies! Q will send you a congratulatory message if you get it right.

Eric Clefting, Northallerton

5 CONKER'S BFD

On the Colours map in deathmatch, grab a rocket launcher and head for the green base. Now go to where the flag would normally be and whip it out, so to speak. If you're sneaky enough, the other players will have a hard time figuring out where you are, as snipers on the other end of the map won't be able to see you thanks to the bridge in the middle.

Jeremy Davies, Lancaster

6 PERFECT DARK

Select 'Perfect Dark' difficulty level, enemy health 1000 per cent. Now knock someone out – before they hit the ground, shoot them and they'll jump straight back up.

Dale Rodgers, Barnsley

7 SHADOWMAN

In the playrooms, pull the switch in the room with the prone true-form. It makes getting the Violator much easier. It's also worth remembering that killing yourself is sometimes a quicker way of transporting yourself around.

Laurence Oxford, Reading

8 ISS 98

To score easily, run at the opposition's area dead-centre, then use the Z to curl the ball round the keeper. Master this and you can score every time.

Jim Greenwood, Leamington Spa

9 TONY HAWK PRO SKATER 3

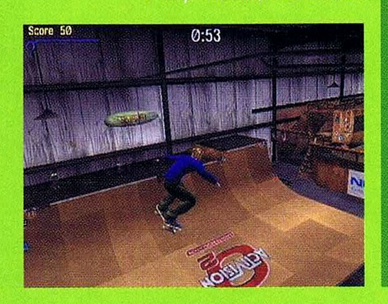
If you're having trouble getting gold on Skater's Island, make sure the first thing you do is open up the secret area. That way your scoring options will be greater.

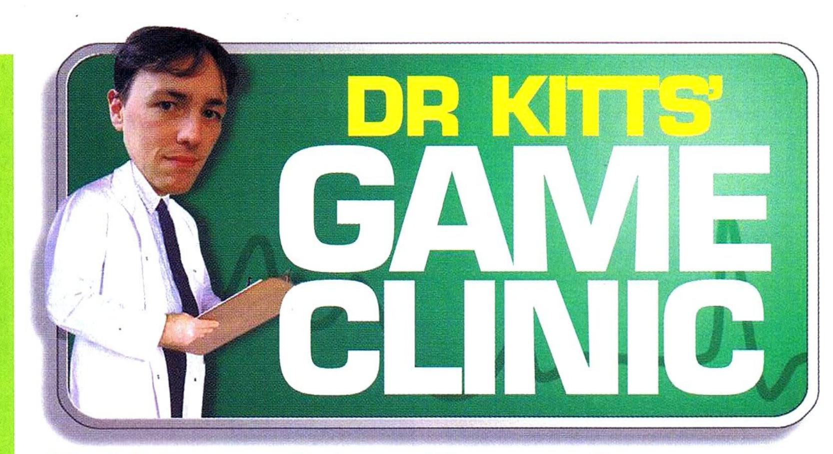
Olaf E Hemingway CBE MM VC, Bucks

10 PAPER MARIO

In Penguin Village when Herringway goes into the Mayor's house, hit pause the second you go through the back room door at the same time. If you do it right, his hair will disappear!

Philip Merkin, Manchester





DR KITTS' GAME CLINIC

Rubbing salt into the gaping wounds of gaming incompetence.



Dr Kitts,
In *Conker's Bad Fur Day* I can't get into the vault. I think I have to shoot something with the catapult to get in but the mines keep killing me every time I fire a conker.

Shaun Richards, via email

Dr Kitts repeatedly smacks his head against his desk...
Unsurprisingly, to open the vault you have to shoot the letters O, P, E and N. Those Rare games are full of puzzles...

Dr Kitts,
In *Aidyn Chronicles* how do I reach the Orision Forest Portal from Oriana's hut?

Tim Amys, Sydney

Dr Kitts twitches like a CORPSE...
Nice and easy this one, but I

CONKER'S BAD FUR DAY



Dr Kitts,
I've got as far as the lava-filled chamber with the giant monster head in Conker's BFD. I've sacrificed the purple dino, but I don't know what to do next. I think I have to get into the 'Rock Solid Club' but I can't. Please help, I've been stuck for ages.

Steve Wack, London

Dr Kitts proudly shows you the contents of his handkerchief.
Use the monk at the bottom of the phlegm-covered tongue to flip onto the monster's head. Now wait for the green smoke from the nostrils to stop before jumping inside and peppering them with the B button. Once you've done both holes the monster will sneeze the phlegm off, allowing you to climb up the tongue. Once inside the monster, take the left-hand path to get the disguise. Use it to lure the cavemen to 'Rock Solid' where they'll 'persuade' the bouncers to let you in. Pure genius.

ADVANCE WARS





Dr. Kitts,
I'm stuck on *Advance Wars*, Mission 6, Blizzard Battle. Olaf just keeps on winning! Could you tell me how I could win?

Mfento, via email

Dr Kitts slides out from underneath his tank...
You're not the only one to be having problems with this level. The best way of beating Olaf is to send infantry and a medium tank to the east first in order to secure the bridge. Now send them further to the east to block the enemy tanks while taking over the city. Next up, deploy more infantry and move them to the north. Use tanks to sort out the artillery while you capture all cities on your side of the island.

understand how you could have missed it. Simply leave the clearing that Oriana's house sits in using the path heading east. Keep following the trail until the dirt path turns to grass again and then immediately head south west until you see the portal peeking at you from a tiny side area.

OY! KITTSY!
Smash Bros. How do I get the last target on Falcon's Bonus level 1? I can't get the target under the platform.

Rob, via email

Dr Kitts tends to his dead herring...
To get the last target you'll have to make a leap of faith. When you want to smash it, go back to the area where targets three and four were. Now fall down to the right and the split second you pass the wall, double-jump (still pushing right) and hit the tenth target in mid-air. It takes practice but it's not impossible – just remember that if you





miss, all those lovely points of yours will disappear.

Dr Kitts,
I'm looking forward to the latter stages of *Paper Mario*, but I'm having trouble finding the right paths through the ominous Forever Forest. I managed to spot the sinister tree that grins at you, but I haven't got any further so far.

Harry Read, via email

Dr Kitts enjoys a shroom for lunch, and a proper meal in the evening...
From the entrance turn right and take the second exit next to the shaking flower bushes. Now take the first exit to the left where the red eyes appear on the tree. Take the next left where the flowers turn, then turn left and head for the northern opening in the middle of this area, before picking up the magic seed. Now go back to the path and take the second exit to the left where the laughing tree is. Take the first exit to the left where the flashing mushrooms appear. Next take the first exit to the right opposite the laughing flowers which stay when examined. The second exit to the right should be your next turning – you can tell it's the right one because a rock should have a face on it when you examine it. The last exit is clearly marked with a signpost. Remember, if you get lost, just pass through the exits that have something happening in the surrounding environment.



Dr Kitts
I've unlocked Extreme Battle Mode in *Resi 2* but can't beat it. Any tips?

Mark Harris, Ipswich

Dr Kitts humbly apologises for chewing on your face.
Fight your way to the RPD from the lab and check out these areas for the bombs: Ben's Cell, Iron's Side Room, Back Door Area, STARS Office, Clock Tower, Watchman Room, and the Red Jewel Fireplace.



GOT A GAMING QUERY?

Doesn't matter how small or precise, write in to Dr Kitts for the answer. Detail your problem on the form below (use a separate piece of paper if necessary) and post it off to:

cut out and send

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I've got this terrible gaming affliction – it's like this, you see...

DOC KITTS

Send to: Dr Kitts' Game Clinic, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Developers versus us versus you

I'M THE BEST

Shiny new Gamecube leagues are starting in the next couple of months! Get your times in now!

KEY TO THE LEAGUES





STAR PERFORMANCE Gold



Ayrshire's Mark Nisbet is probably a very tired man. In fact, we fear he may actually be dead, given the single crumpled screenshot we received in the post, accompanied by a blood-stained scrap of paper announcing in a shaking, barely legible hand that "In *Super Smash Bros*, I managed to kill 276 enemies with Lin..." before trailing off the edge of the page. We're sending out a gold Star Performance certificate and a Mirage joypad courtesy of Wild Things (029 2075 5774) to comfort his next of kin – Mark's thumbs may be horribly scarred, but his memory shall live on.

STAR PERFORMANCE Silver

Well, well, well. As is the way with Star Performance, no sooner do we print a truly ground-shaking result one month, some cheeky young whippersnapper promptly pulls the rug from underneath us the next and sends in a better one. So it goes – this month's smug git award goes to Michael Jenner from West Yorkshire, who, with a top time of 0'55"893 on the *Ridge Racer* Novice track, has managed to shave the slenderest, most paper-thin of margins off Alex Miguel Kauffman's impressive times from NGC/63 – seven thousandths of a second, to be precise. Not much in it, but as they say... well, er, we can't exactly remember what they say, actually. Anyway, we'll shut up – Michael is duly awarded a Silver Star Performance cert, natch, for his narrow victory. Now let that be the end of the matter.

STAR PERFORMANCE Bronze



What mastery! What grace! What staggering levels of psychopathic violence! Frankly, we're dead scared – dead probably being the operative word, if Damien Farrell of Cork's results on *Conker's Bad Fur Day* are to be believed. Colours map on Deathmatch, maximum bots on Einstein, and 21 kills in ten minutes might cause you, as it did Greener, to curl your upper lip slightly, shrug, and go "so?" but we were hiding behind the sofa when we heard that all 21 victims were headshots. Highly efficient if we may say so, you scary little man.

DINGS FINAL STANDINGS FINAL STANDINGS FINAL STANDINGS



...but you could be lording it at the top of our all-new GC leagues very, very soon!

The UK launch of Gamecube – and therefore the official departure of the N64 – is looming large. Which means that after 66 issues of tip-top reader records, it's time to bring the curtain down on the N64 version of I'm The Best. So, what you've got over the next three pages are the final, *final* standings of our hallowed N64 I'm The Best leagues. Congratulations to all the folks over thepast five years that sat pretty at the top of our tables – we'll never ever forget those *Mario Kart*, *Perfect Dark* or *Mario 64* times you sent in. Er, at least not for the next couple of minutes.

But if you're itching to show off your gaming prowess, all is far from lost. Starting the issue after next, we'll be kicking off a sparkling new set of leagues, this time focusing on the cream of the Gamecube crop, from *Luigi's Mansion* to *Rogue Leader*. The official opening ceremony isn't until NGC/68 – but if you're already the proud owner of a Japanese or US Cube, send us evidence of your best times and scores on any GC titles to date anyway! The address you say? **I'm The Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW**. I'm The Best is dead; long live I'm The Best!





MARIO KART 64

BEST RACE TIMES



MARIO RACEWAY

1	0'59"62	Andrew Simmonds, *Hampshire*
2	1'07"97	Jess Walters, *Chesterfield*
3	1'08"93	Tony Dunster, *London*
4	1'09"36	Mark Green, NGC
5	1'09"88	Kittsy, ex-NGC

TOP TIP

On the bend before the hairpin with the giant mushroom, powerslide uphill and turn to face the wall on the other side. When you hit the track, use your mushroom and you'll fly over the wall.

KOOPA TROOPA BEACH

1	1'29"39	Andrew Simmonds, *Hampshire*
2	1'37"24	Sami Cetin, *London*
3	1'39"99	Kenneth Crowley, *Co. Dublin*
4	1'39"99	Jess Walters, *Chesterfield*
5	1'42"41	Paul Dossis, *Gameplay Studios*

TOP TIP

Use your mushroom on the section which splits past the huge rock with the left and right arrows. This will give you added pace, but you'll have to use the hop to get through the normal shortcut.

ROYAL RACEWAY

1	2'00"16	Andrew Simmonds, *Halifax*
2	2'15"37	Kyan S Kia, *Halifax*
3	2'18"28	Peter Shrubshall, *Tenerife*
4	2'54"59	Sami Cetin, *London*
5	2'54"82	Paul Dossis, *Gameplay Studios*

TOP TIP

Not any shortcuts to speak of here. Just make sure you get a powerslide boost on every corner and stay tight round the bends. You can also try powersliding over the grass before the big jump.



LUIGI RACEWAY

1	1'12"05	Andrew Simmonds, *Hampshire*
2	1'15"45	Daniel Weaver, *Warwickshire*
3	1'47"67	Kyan S Kia, *Halifax*
4	1'48"50	Kenneth Crowley, *Co. Dublin*
5	1'54"28	Paul Dossis, *Gameplay Studios*

TOP TIP

Always get as many boost slides as possible. You should be able to get at least three on each bend, especially the long sweeping bends, and at least two inside, and in the exit of, the tunnel.



PERFECT DARK

BEST TIMES (AGENT MODE)



DATADYNE: DEFECTION

1	0m 29s	Andrew Simmonds, *London*
2	0m 36s	Tony Dunster, *London*
3	0m 40s	Simon Moon, *Leicester*
4	0m 42s	'Badger' Maddrell, ex-NGC
5	0m 43s	Robert Cashman, *Co. Dublin*

TOP TIP

The best tactic is to just keep charging forward. Don't hang around to kill everyone and just move forward pumping lead into anything that gets in your way. Remember to reload constantly.

CARRINGTON VILLA

1	1m 17s	Andrew Simmonds, *Hampshire*
2	1m 22s	Tony Dunster, *London*
3	1m 39s	Robert Cashman, *Co. Dublin*
4	1m 47s	John Holland, *Nottingham*
5	1m 49s	Daniel Weaver, *Warwickshire*

TOP TIP

As with most missions, it's important to memorise the enemy position and level layout. It's also worth remembering the sniper positions so that you can take them out with little fuss.



G5 BUILDING

1	0m 45s	Andrew Simmonds, *Hampshire*
2	1m 02s	Tony Dunster, *London*
3	1m 28s	Stuart Strachan, *Dundee*
4	1m 36s	Robert Cashman, *Co. Dublin*
5	1m 38s	Chris Wade, *Grantham*

TOP TIP

Remember to use the CMP's lock on function as soon as you pick one up. You don't want to waste time against those cloaking Datadyne personnel. Also, be sure to keep your cam-spy out of sight.



AREA 51: ESCAPE

1	2m 32s	Andrew Simmonds, *Hampshire*
2	2m 54s	Tony Dunster, *London*
3	3m 25s	Daniel Weaver, *Warwickshire*
4	3m 30s	Karl Davies, *Suffolk*
5	3m 35s	Stuart Strachan, *Dundee*

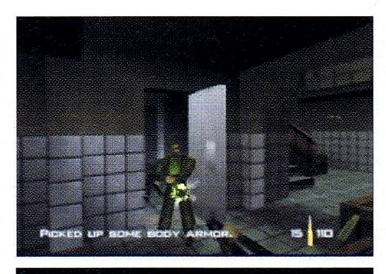
TOP TIP

At the start, leg it to the corridor, ignoring everything else before tapping B at the top so that Elvis hovers after you. Then on in, it's a case of grabbing a Super Dragon for the quick kills.



GOLDENEYE 007

BEST TIMES (AGENT MODE)



FACILITY

1	0:55	Andrew Simmonds	Hampshire
2	0:57	Jason Frost	Australia
3	0:59	Wayne Stapleton	Co. Kilkenny
4	1:00	Justin Badger	Wolverhampton
5	1:01	Tony Dunster	London

TOP TIP

There are large sections of this level you don't have to navigate at all. The only trouble you may have in terms of time wasting is Dr bleedin' Doak. If he's not in the labs, just abort and try again.



ARCHIVES

1	0:19	Jason Frost	Australia
=	0:19	Andrew Simmonds	Hampshire
2	0:20	Tony Dunster	London
=	0:20	Wayne Stapleton	Co. Kilkenny
3	0:21	Justin Badger	Wolverhampton

TOP TIP

Strafe for your life. The zig-zagging technique is essential here. Also, remember your ability to destroy crates. This will make killing any hiding guards a damn sight easier.



BUNKER 2

1	0:29	Andrew Simmonds	London
2	0:32	Justin Badger	Wolverhampton
=	0:32	Tony Dunster	London
=	0:32	Jason Frost	Australia
=	0:32	Wayne Stapleton	Co. Kilkenny

TOP TIP

Get rid of surveillance equipment fast. Avoiding the shade wearing double-shooter guards will also save you loads of hassle. And using the windows in the doors will score you easy head shots.



TRAIN

1	0:36	James Hogg	Barnet
2	1:03	Andrew Simmonds	Hampshire
3	1:29	Jason Frost	Australia
4	1:30	Wayne Stapleton	Co. Kilkenny
5	1:42	Justin Badger	Wolverhampton

TOP TIP

Memorise guard locations, stand your ground in the open and just blast them in their faces. Then speed through – the second you open the door to the main carriage, pump the room full of lead.

F-ZERO X

BEST RACE TIMES



MUTE CITY

1	01'16"428	Andy Simmonds	Hampshire
2	01'26"352	Paul Galvin	Dublin
3	01'26"736	Tony Dunster	London
4	01'28"467	Alistair Bell	Kilmarnock
5	01'29"062	Karoutas Andreas	Greece

TOP TIP

This course has four speed boosts. Memorise their locations so you hit them all. It's also a good idea to steadily pump your boost power to feel it's benefits for the duration. And approach the head of the pack early to avoid any traffic.

DEATH RACE

1	0'26"140	Andy Simmonds	Hampshire
2	0'29"734	Justin Badger	Wolverhampton
=	0'29"734	Tony Dunster	London
3	0'45"600	Adam Goodwin	York
4	0'45"712	Kyan S Kia	Halifax

TOP TIP

The easiest ways to score kills is to knock ships off the track. Drive parallel to the ship you want to destroy, double-tap the relevant trigger and nudge the analogue towards them at the same time. Careful you don't spin off yourself, mind.



ZELDA: OCARINA OF TIME

BEST SCORE



GERUDO EQUESTRIAN SHOOTING RANGE

1	2000	Tony Dunster	London
=	2000	Kyan S Kia	Halifax
=	2000	Tom Demandt	Belgium
=	2000	Andrew Simmonds	Edinburgh
=	2000	Steven Welsh	Perthshire

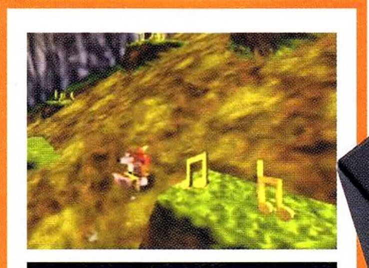
TOP TIP

Once you've got the gist of where everything is, concentrate on claiming as many bullseyes as possible (1000 points each). As they say, practice makes perfect.



BANJO-KAZOOIE

BEST TIME (10 JIGGIES, 100 NOTES, 2 HONEYCOMBS)



MUMBO'S MOUNTAIN

1	00:07:33	Tim Weaver	NGC
2	00:07:45	Alan Maddrell	ex-NGC
3	00:08:20	Steve Jalim	ex-NGC
4	00:09:22	Mark Green	NGC
5	00:11:04	Rob Davey	Perthshire

TOP TIP

Head straight for Bottles to learn the talon trot (this way you move faster). Without Kazooie's help, you'll be hard-pushed to get all ten jiggies in a decent time.

SUPER MARIO 64

BEST TIMES





PRINCESS PEACH'S SLIDE

1	0'12"9	Tony Dunster, London
2	0'13"0	Justin Badger, Wolverhampton
3	0'13"1	Kyan S Kia, Halifax
4	0'13"7	Martin Bristow, Anglesey
N 5	0'16"2	Steven Welsh, Perthshire

TOP TIP

To score under 20 seconds with ease use this shortcut. As you come out of the starting tunnel you'll come to a straight descent. Jump off to the left when you get to this section and try to land on the track below. It may take a little practice to master but it is possible – just make sure you press Z before you hit the track.

KOOPA RACE 1

1	0'00"0	Martin Bristow, Anglesey
2	0'12"7	Andy Simmonds, Hampshire
3	0'18"7	Justin Badger, Wolverhampton
N 4	0'20"7	Niall Sherry, Dublin
5	0'21"4	Nik Bowen, Gameplay Studios

TOP TIP

Whatever you do don't use any of the warps, because you'll be cheating and you'll automatically lose. The best route is to take the main path. Make sure you use the Long Jump technique as much as possible as it is significantly faster than running. You should be aiming to get well under one minute if you can.

ZELDA MAJORA'S MASK

BEST TIMES





GORON RACES

1	1:15:23	Tom Demandt, Belgium
2	1:18:29	James Hogg, Barnet
N 3	1:19:43	Andrew Simmonds, London
4	1:21:54	Benjamin Tatlow, London
5	1:22:00	Stuart Strachan, Dundee

TOP TIP

The main tactic here is to make absolutely sure you don't deviate from the inside line. If you can hold it all the way you'll get a great time. Also avoid hitting anything – it'll slow you down a treat. And make sure you never run low on magic by collecting as many green bottles as you possibly can.

BEAVER RACE 2

1	1:15:23	Tom Demandt, Belgium
2	1:36:80	Andrew Simmonds, Hampshire
3	1:47:00	James Hogg, Barnet
4	1:50:18	Alan Maddrell, ex-NGC
5	1:55:42	Tim Weaver, NGC

TOP TIP

This is very straightforward. It's worth remembering that the rings themselves will stall Link if he hits the rim, so always make sure you line yourself up as centrally as possible. Other than that, it's merely a case of memorising the layout and practising until your eyes bleed and you realise you've not eaten for 10 years.

GET READY FOR NEW LEAGUES!

cut out and send

Well, it had to happen some time, didn't it? Sorry if you've spent most of the last month trying to shave tenths of seconds from times, but your efforts have been… well, how shall we say, *in vain*. No, please don't weep. As of NGC/68, these very pages will be filled with an all-new, all-shiny, and all-Gamecube set of challenges for you to get your smelly oar into. As we said, if you just can't wait that long, and have already bagged yourself a purple cube of wonder, and you've already got some storming times you reckon we should know about, then let's just say we'll be doing challenges on *Luigi's Mansion*, *Wave Race*, *Super Monkey Ball*, *Rogue Leader* and *Tony Hawk's 3*, to name but five. So, send in the usual **VIDEO EVIDENCE OF YOUR ENTIRE ATTEMPT**, lovingly wrapped in a protective envelope, with a piece of paper listing your times or scores, (and a stamped, self-addressed envelope if you want your tape back), preferably without a thousand staples, razor wire or similar booby traps for Dan to cut his hand on and bleed over his keyboard (breathe) to **I'm the Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW**.

Name...

Address...

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Postcode...







Challenges to test the best

GAME ON

READERS' CHALLENGES

You either love it or you hate it. Rare's ageing kart racer, *Diddy Kong Racing*, has had a lot to answer for this month – what with the contents of the NGC swear box threatening to break through their already-bulging walls thanks to the cumulative torrent of foul expletives coming from Messrs Green and Weaver's filthy mouths. Still, after surviving five gruelling lunchtimes of our *DKR* challenges, we've compiled a selection of top times and tests to irritate the best of you in this month's Game On.

As usual, we've picked out the cream of reader challenges for you to get stuck into. If you think you can do any better, you know where to write…

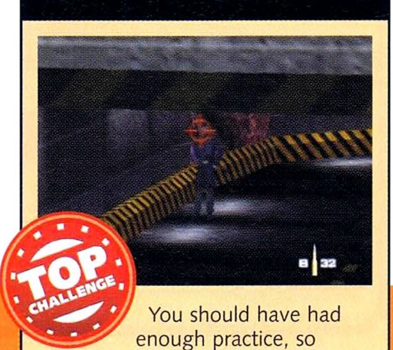
CONKER'S BAD FUR DAY



Michael Allen from **Liverpool** has come up with this nasty challenge for *Conker's BFD*. Start a single-player deathmatch in the Colours map with the maximum amount of bots, all set to Einstein. The object of the challenge is to make it from one end of the level to the other as many times as possible in ten minutes. Just to make it harder, you have to sit in each of the big gun chairs for a second before running back to the other base. If you get killed, it's game over.

Mike's best: 16 lengths

GOLDENEYE



You should have had enough practice, so **Roger Base** from **Cirencester**'s challenge should be a doddle, right? Go to The Dam on Secret Agent with one goal in mind: 100 per cent headshots with 100 per cent accuracy. You can take as much time as you like and use any weapon – but if you find it too easy, try doing it 'Mike-style' and attempt it without a sniper rifle in under five minutes.

Roger's best: 100 per cent complete.

TONY HAWK'S PRO SKATER 2



As ever, *Tony Hawk's Pro Skater 2* is ripe for challenges, and **Patrick Shatner** from **Welywn Garden City** has come up with a particularly nasty one involving the School level. So, choose your skater and attempt to rack up as big a score as possible using the rogue golf caddy as an opener. Only tricks performed from a successful plant will be allowed. And if you fall over, or score any points without planting the caddy first, then it's game over for you, man.

Patrick's best: 17,890

EXCITEBIKE 64



George Hall from **Stoke on Trent** has come up with this devilishly difficult challenge for the Desert course in *Excitebike 64*. Right from the start, you have to prevent one of the riders from putting out the first campfire. Try and stop him from getting it for as long as you possibly can, by knocking him off his bike or barging him out of the way. It's better to make sure you get the fire yourself – that way you can try to keep your rival in 6th place for as long as possible.

George's best: 1:36

NOW IT'S YOUR TURN!

GAME ON

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in challenges for…
Pokémon Stadium 2 • Paper Mario • Star Wars: Battle for Naboo
Conker's Bad Fur Day • Banjo-Tooie • Excitebike 64
We'll print the best of them right here, and what's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Can't say fairer than that.

Send your challenges to:
Game On, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

TEAM CHALLENGES DIDDY KONG RACING

TIME TRIAL 1



Selecting Diddy Kong as your character and the car as your vehicle, head for Walrus Cove in Snowflake Mountain. Now get as fast a time as possible against the CPU racers. Hit all the speed boosts, collect as many blue balloons as possible, and avoid getting blasted from behind by the other racers. The best short-cut for this one is probably the slip-road before the finish line that has an extra boost and a magnet power-up to help you along.

Mark's best: 1:32:45

COCONUT CRASH



Head for Taj and change yourself into a plane. Now head for the lighthouse and turn right. This challenge starts the second you pass under the big hollow log and head up the river. The object of the game is to hit all ten coconut trees (so the coconuts fall off) as fast as you can before emerging through the waterfall into the snowy area. You're not allowed to hit the floor or the walls. Time yourself from the moment you pass the log to the moment you enter the snowy area.

Mark's best: 1:09:20

LIGHTHOUSE TARGET



Starting from the red line in the central hub, fly towards the opening to the lighthouse. The object is to land on the lighthouse for the most points. If you stop on the grey section at the very top you get three points. If you land on the red roof you get two points, and if you land on the shelf next to the light itself, you get one point. The catch is that once you let go of the accelerator, you're not allowed to re-apply it, so timing and trajectory is the key. Best of ten rounds.

Geraint's best: 24 points.

ROCKET RAMPAGE



Head for the Triceratops Boss race. The object of this challenge is to hit him with every rocket you can on your first attempt. There are seven balloons to pick up so use them as soon as you can – and heatseekers don't count, either. Oh, and remember to use the boosts too – if the triceratops manages to get too far around the corners then you won't be able to hit him. Score yourself on how many attempts it takes you to achieve all seven consecutive hits.

Tims best: Second attempt.

TIME TRIAL 2



For this challenge, we want you to select Banjo and head for Fossil Canyon. Now try and get the fastest time possible – it's as simple as that. As far as tips go, remember that there's a boost across the water before the tunnel, as well as one on the little side road just before the finish line. Other than those short-cuts, just stay tight round the corners and collect as many blue balloons as you feel is necessary to beat Geraint's top time. Now get to it.

Geraint's best: 1:03:08

DARKWATER SURVIVAL



Start up a four-player game and head for the Darkwater Beach level. Now designate someone to be 'it'. The other three players have to hunt down whoever 'it' is by using mines and single rockets (no homers, though). The object is for the hunters to eliminate the hunted with as few single rockets as possible, while the hunted has to survive as many rocket attacks as possible. Scores yourself on how many rocket launches the hunted survives before getting wasted.

Mark's best: 25 rockets.

BARON VON DIDDY KONG



For this challenge, we want you to score as many hits with single rockets as possible. Head for the egg-hatching game in the single-player mode. All you have to do now is pick up red balloons and fire as many rockets at the other three players as possible before you finally end up losing the match. You're not allowed to tamper with the eggs in any way – however, you are allowed to concentrate fire on the leader to make the game last longer.

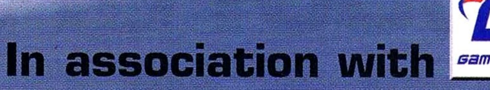
Tim's best: 15 hits.

TIME TRIAL 3



Ancient lake is the order of the day here. This time, though, you need to beat the set time in a 'proper' time trial mode – with no CPU racers. Needless to say, you'll have to hit all the boosts using the 'finger-off-the-accelerator' trick before you hit the speed strips. Other than that, power slide like a total maniac and learn the track inside and out – but then you already do, right? Either way, get some practice in and see if you can beat Geraint's time…

Geraint's best: 0:38:93



SKILL CLUB NEXT GEN

Time's up. Pens down, please. Here are the last-ever N64 Skill Club listings...

Heeyyyy! As The Fonz once said to Richie Cunningham – in the episode where the Happy Days gang accidentally slip through an anomaly in the space-time continuum and end up in the middle of the 1903 San Francisco earthquake – there's a whole lot of shakin' goin' on! On second thoughts, it might have been Eddie Cochrane who said that, but it doesn't change the fact that Skill Club has been similarly 'shaken' this month. Yes. For, (cue melodramatic, overproduced Phil Collins drum roll, last heard in the 'classic' Rain Down), we have *a new Platinum clubber in the building*! Hot-digitty! In fact, we actually have two, but Matthew Weston of Nottingham in particular has blazed a trail right to the top of the league in one go, without so much as stopping to say hello to Bronze, Silver or Gold. Nice one!

This is the end

Sadly, that's as far as it goes. This month, the curtain's going down and we're nailing the letterbox shut, because this is the last N64 Skill Club you'll ever see before you die. Sob. Naturally, there'll be some all-new, Gamecube challenges in the next couple of months, just ripe to be given a good hard kicking, so take one last look at page 78, roll up your sleeves and get some practice in. We shall be mostly looking at (to name a few) *Luigi's Mansion*, *Rogue Leader*, *Super Monkey Ball*, *Wave Race* and *Tony Hawk's 3* – get to it!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll send you something extra special...*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use either PAL (UK or Australian) or NTSC (US or Japanese) copies of the games featured here, but if you opt for NTSC you'll have to achieve the faster of the two listed times for Mario Kart.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, as well as doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of NGC.*
- *If you'd like to have your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video recorder.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Complete your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'Record'. Press 'Stop' after five or so seconds.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.



ENTRY FORM

Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Next Gen league. I've gone and included proof of my achievements in:

A	F-Zero X	K	Majora's Mask
B	ISS 2000	L	GoldenEye 007
C	Battle for Naboo	M	Perfect Dark
D	Super Mario 64	N	Banjo-Tooie
E	Conker's BFD	O	Tony Hawk's
F	Lylat Wars	P	Mario Tennis
G	Quake II	Q	TWINE
H	Wave Race 64	R	WWF No Mercy
I	Ridge Racer 64	S	Smash Bros
J	Mario Kart 64	T	Excitebike 64

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of NGC Magazine.

challenge A — F-Zero X




What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.



challenge B — ISS 2000



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, and the 'Best of 2000' book that came free with issue 51.

challenge C — Battle for Naboo

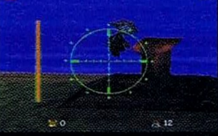
What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.

challenge D — Super Mario 64



What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

challenge E — Conker's Bad Fur Day




What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.

challenge F — Lylat Wars



What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II



What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.

challenge H — Wave Race 64



What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64



What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64



What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask

What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.

challenge L — GoldenEye 007



What you must do: Survive the Cradle on 00 Agent difficulty for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.

challenge M — Perfect Dark



What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.

challenge N — Banjo-Tooie



What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.

challenge O — Tony Hawk's Skateboarding



What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony's* Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.

challenge P — Mario Tennis



What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Hard' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.

challenge Q — The World is Not Enough



What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.

challenge R — WWF No Mercy



What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.

challenge S — Super Smash Bros



What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64



What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.



HALL OF FAME

PLATINUM Club
complete 14 challenges

Dan Masters, *Australia*	A, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T
Matthew Weston, *Nottingham*	A, C, E, F, G, H, I, J, K, L, M, P, S, T
Andrew Simmonds, *Hampshire*	A, B, D, E, G, H, I, J, K, L, M, P, Q, T

GOLD Club
complete 10 challenges

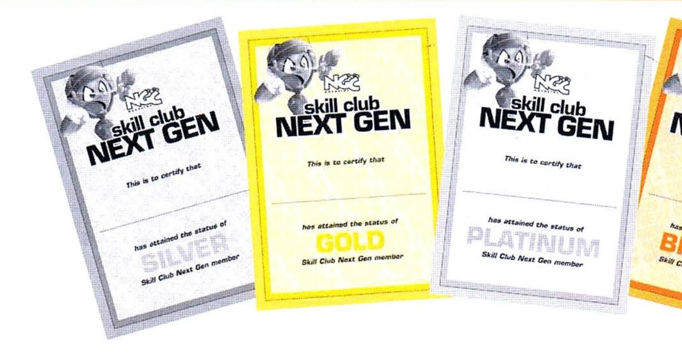
Jamie Hobbs, *Thetford*	D, E, F, J, K, L, M, N, P, S
Justin Badger, *Wolverhampton*	A, B, E, F, H, I, J, K, L, M, N, P, S
Joseph Murphy, *Co. Cork*	A, B, E, F, I, K, L, N, S, T
Dermot Ryan, *Co. Westmeath*	E, F, I, K, L, M, N, P, Q, S

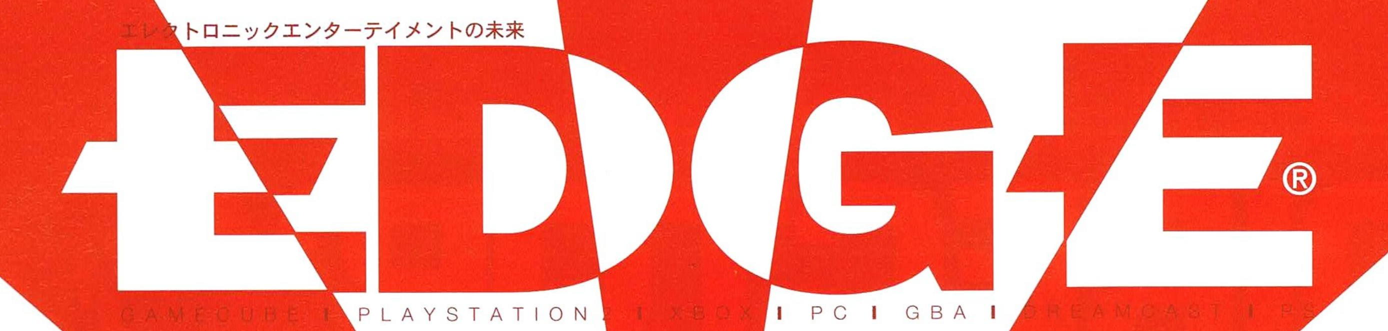
SILVER Club
complete 7 challenges

Arif Mollah, *Rochdale*	C, D, J, K, L, M, Q
Chris Lowe, *Tyne & Wear*	C, E, F, I, K, L, Q
Giorgio Venturino, *Turin*	E, F, I, K, L, N, S
Damien Plumb, *Cambridge*	K, L, M, N, O, P, Q
Tony Dunster, *London*	A, D, F, J, K, L, M
Bruce Thomson, *Edinburgh*	A, H, I, J, K, L, Q

BRONZE Club
complete 3 challenges or more

Chris Smith, *Leeds*	E, P, R
Michael Rose, *Netherlands*	C, L, S
Patrick King, *Norwich*	C, P, R
James Talbot-Hammond, *Nantwich*	C, Q, R
Janne Kaitila, *Snowy Finland*	F, K, S
Thomas Barrett, *East Kilbride*	N, P, S
Nader Kohbodi, *Anglesey*	E, L, S
Andrew Duffy, *Ayrshire*	C, K, S
Peter Shrubsall, *Surrey*	B, P, S
Alex McIve, *Lanarkshire*	G, R, S
Mark Quayle, *Australia*	C, H, L
Luke Wilson, *Dublin*	N, P, S
David Cathrine, *London*	L, R, S
Michael Oakes, *Harpenden*	E, F, K, L, S, T
Tony Dunster, *Anglesey*	B, P, S
Guy Taylor, *Kingston-upon-Thames*	C, L, S
Gary Brawn, *Bromley*	H, N, P
James Firman, *St Albans*	K, L, S
The Nameless One, *Australia*	C, N, R
Alexander Davies, *Newport Pagnell*	L, S, T
Colin White, *Derbyshire*	F, K, N, S
Johan Lubbers, *Netherlands*	E, K, N
Bruce Thomson, *Edinburgh*	A, J, Q
Andrew Foster, *Ilkley*	K, L, P
Joe Sullivan, *Isle of Wight*	E, L, P
Ryan Devitt, *Romford*	A, D, F
David Jedrzejewski, *Australia*	F, K, L, N, O, S
Alex Buck, *Stockport*	K, N, S
Alex McIver, *Edinburgh*	K, N, S
Alexander Dudok de Wit, *London*	K, P, S
Mark Nisbet, *Ayrshire*	K, L, S
Robin Bradley, *Basingstoke*	L, Q, T
Barry Gannon, *Caithness*	E, F, K, L, N, S
Abdulaziz Hassan, *London*	I, O, S
Andrew Hannay, *Shrewsbury*	F, K, N, S
Robert Cashman, *Co. Waterford*	I, K, L
Stuart Armstrong, *Coleraine*	E, L, P
Adam Waddilove, *Surrey*	E, K, S
Jacob Meadow, *Norway*	E, F, O
Sander Kok, *Netherlands*	F, K, N, S

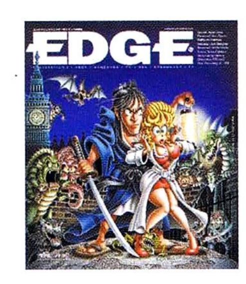


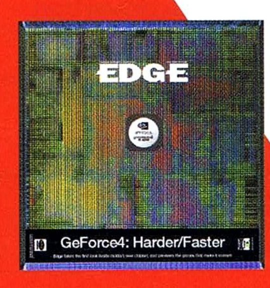


Special themed issue:
The definitive insight into
Japanese gaming culture

Only in E108







On sale now (includes free Xbox and GeForce4 supplements)

NGC's ultimate buying guide

DIRECTORY

Waiting for Gamecube? Snap up some classic N64 games in the meantime.

NGC TOP 10 ACTION ADVENTURE GAMES

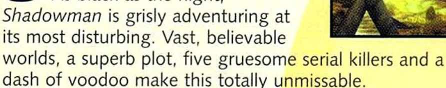


1 Legend of Zelda: Ocarina of Time
Nintendo • £50 • 98%
Simply the greatest game ever created on *any* format, *Ocarina of Time* is a game so full of majestic, jaw-dropping moments it'll probably bring you to tears. Absolute genius.



2 Legend of Zelda: Majora's Mask
Nintendo • £50 • 96%
Another supreme example of Nintendo at their greatest, *Majora's Mask* is rich and inventive with enough intricate puzzles and heart-rending moments to blow your brain clean open.

3 Shadowman
Acclaim • £40 • 93%
As black as the night, *Shadowman* is grisly adventuring at its most disturbing. Vast, believable worlds, a superb plot, five gruesome serial killers and a dash of voodoo make this totally unmissable.



4 Body Harvest
Infogrames • £20 • 91%
Crap-looking but ultra-playable shooter.

5 Resident Evil 2
Virgin • £40 • 90%
Super-scary, if short-lived, zombie finery.

6 Duke Nukem: Zero Hour
Infogrames • £40 • 90%
Violent, enjoyable third-person blasting.

7 Star Wars: Rogue Squadron
Nintendo • £40 • 85%
Tremendously good space combat fun.

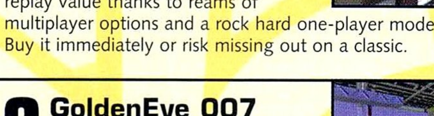
8 Operation Winback
Virgin • £40 • 83%
Looks ropey, but this is top stealth action.

9 Hybrid Heaven
Konami • £40 • 83%
Niggly sci-fi RPG with ingenious battle system.

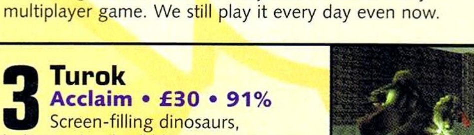
10 Star Wars: Battle for Naboo
THQ • £40 • 78%
Not perfect, but a tasty space shooter.

NGC TOP 10 SHOOT-'EM-UPS

1 Perfect Dark
Rare • £50 • 96%
Absolutely stunning *GoldenEye* sequel that offers unprecedented replay value thanks to reams of multiplayer options and a rock hard one-player mode. Buy it immediately or risk missing out on a classic.



2 GoldenEye 007
Rare • £30 • 94%
Four years on, this is still a work of unparalleled beauty, combining a delicious Bond licence with brilliant level design, destructible scenery and a revolutionary multiplayer game. We still play it every day even now.



3 Turok
Acclaim • £30 • 91%
Screen-filling dinosaurs, ludicrous levels of bloody violence and some of the most staggering weapons this side of the H-Bomb, *Turok* still looks and plays like the sweeping classic it undoubtedly is.

4 Turok 2
Acclaim • £40 • 95%
Gorgeously playable, if flawed, dino-blaster.

5 Lylat Wars
Nintendo • £30 • 91%
Miyamoto-influenced space shoot-'em-up. Yum.

6 Jet Force Gemini
Rare • £40 • 93%
Ace looks, hectic blasting, guts all over the shop.

7 Quake II
Activision • £40 • 90%
Surprisingly ace multiplayer action. 'Chekkit'.

8 The World is Not Enough
EA • £40 • 88%
Annoying but enjoyably action-packed Bondage.

9 Rainbow Six
Take 2 • £40 • 87%
Short-lived but complex stealth-'em-up. Beaut.

10 Turok: Rage Wars
Acclaim • £40 • 87%
Deathmatch-based blasting that works a treat.

NGC TOP 10 BEAT-'EM-UPS



1 Super Smash Bros
Nintendo • £40 • 90%
Immaculate, beautifully playable, multi-platformed fighting game with Nintendo characters beating the living daylights out of each other. Nab three mates and it gets even better.

2 WWF No Mercy
THQ • £40 • 92%
The biggest and best rasslin' game ever made, improving on its predecessors by upping the pace, moves, options and violence. You can even scrap it out in the dressing rooms.

3 Fighters Destiny
Infogrames • £40 • 86%
Gorgeous animation, likeable characters (including a cow) and bone-shattering moves make this a worthy contender to the likes of *Tekken*. Go forth, kick people, and crush skulls.

4 WWF Wrestlemania 2000
THQ • £40 • 90%
Playable, comprehensive, fat-man fighting.

5 WWF Attitude
Acclaim • £40 • 88%
Hi-res, combo-led ring sting. Get amongst it.

6 Mortal Kombat 4
Infogrames • £40 • 84%
Rip off someone's leg and beat 'em to death with it.

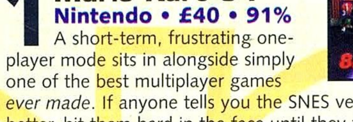
7 Xena: Warrior Princess
Titus • £40 • 81%
Surprisingly good four-player prang-'em-up.

8 Rakuga Kids
Konami • £40 • 80%
Weird but great 2D graffiti beat-'em-up.

9 Bio Freaks
Infogrames • £40 • 76%
Gorgeous and bloody, if a little shallow.

10 WCW/NWO Revenge
THQ • £40 • £75%
Shuffling, slow fighters, plenty of moves.

NGC TOP 10 PLATFORM GAMES



1 Super Mario 64
Nintendo • £30 • 96%
The sort of game that'll have you thanking your Mum she gave birth to you: a vast, magnificent spectacle, refined down to the most intricate detail, *Mario 64* is *still* breathtaking.



2 Donkey Kong 64
Rare • £60 (with Expansion Pak) • 93%
It's *Banjo-Kazooie+*, but who cares? An absolutely awesome platformer, combining massive exploration with eye-frazzling visuals and some likeable, if frightening, characters.



3 Rocket: Robot on Wheels
Ubi Soft • £40 • 88%
The most original, inventive, downright playable platformer you'll encounter in a long, long time, *Rocket* just gets better the more you play it. If you can find a copy, snap it up now.

4 Banjo-Kazooie
Rare • £40 • 92%
Rare's platform mastery strikes again. 'Wick'.

5 Mystical Ninja featuring Goemon
Konami • £40 • 90%
Sprawling, enjoyable, ker-razy adventure.

6 Conker's Bad Fur Day
Rare • £40 • 89%
Swearing, wazzing, platforming. What a combo.

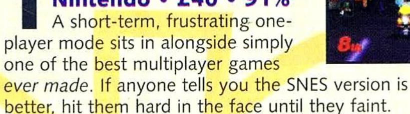
7 Yoshi's Story
Nintendo • £40 • 86%
Not a lot of longevity, but superbly playable.

8 Banjo-Tooie
Rare • £45 • 81%
Old hat, but still huge and fabulously good fun.

9 Mischief Makers
Nintendo • £40 • 90%
Retro-tastic 2D level-hopping brilliance.

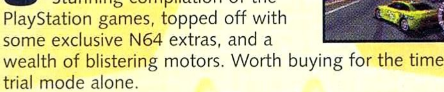
10 Glover
Hasbro • £40 • 83%
Sold all of two copies, but this is superbly odd.

NGC TOP 10 RACING GAMES



1 Mario Kart 64
Nintendo • £40 • 91%
A short-term, frustrating one-player mode sits in alongside simply one of the best multiplayer games *ever made*. If anyone tells you the SNES version is better, hit them hard in the face until they faint.

2 F-Zero X
Nintendo • £40 • 91%
The fastest racer on Earth and one of the most exhilarating four-player games money can buy, *F-Zero X* doesn't look much, but it's Nintendo genius at work once more. Belting.



3 Ridge Racer 64
Nintendo • £40 • 91%
Stunning compilation of the PlayStation games, topped off with some exclusive N64 extras, and a wealth of blistering motors. Worth buying for the time trial mode alone.

4 Diddy Kong Racing
Rare • £40 • 90%
A fantastic adventure-racer, but not quite *MK64*.

5 World Driver Championship
Midway • £40 • 91%
Rock hard but utterly superb. And *so* gorgeous.

6 Top Gear Rally 2
Kemco • £40 • 90%
Brilliant rally game with a random track generator.

7 V-Rally 99
Infogrames • £40 • 90%
Fast, furious, terrific rallying, but bleedin' frustrating.

8 Top Gear Rally
Boss • £40 • 86%
Looks dump, but this is quick, realistic racing action.

9 Wipeout 64
Psygnosis • £40 • 88%
Hard but rewarding *F-Zero* alternative. Great music.

10 Beetle Adventure Racing
EA • £40 • 81%
Tons of shortcuts make this a decent outside bet.

NGC TOP 10 SPORTS GAMES

1 ISS '98
Konami • £40 • 92%
Everything that makes football so wonderful squeezed into a cartridge smaller than a Predator boot, *ISS '98* is a majestic, nigh-on-flawless recreation of The Beautiful Game.

2 Mario Tennis
Nintendo • £40 • 91%
It's Mario, it's tennis, it's absolutely gobsmackingly ace. Like *Super Tennis* on the SNES before it, this is a supreme example of racket and ball that you simply cannot afford to go without.

3 Wave Race 64
Nintendo • £40 • 90%
It might be as old as the hills, but still nothing has managed to replicate the feeling of pelting across water at skin-melting speeds as well as *Wave Race*. An absolute joy, this still looks tip top too.

4 1080° Snowboarding
Nintendo • £40 • 89%
Takes a while to get into, but this is champion.

5 Mario Golf
Nintendo • £40 • 90%
Don't like golf? You will now – thwack!

6 Excitebike 64
Nintendo • £45 • 90%
Delicious handling, top tracks, plus a heap of extras.

7 Tony Hawk's Pro Skater 2
Acclaim • £50 • 90%
Pukka plank-riding with the ollie-pulling OAP.

8 F1 World Grand Prix
Nintendo • £40 • 93%
Astonishingly realistic and visually stunning.

9 International Track & Field 2000
Konami • £40 • 86%
Impressive update of classic button-basher.

10 Michael Owen's WLS 2000
THQ • £40 • 84%
Silky smooth, goal-drenched football game.

NGC TOP 5 MISCELLANEOUS GAMES



1 Pilotwings 64
Nin. • £30 • 89%
Wonderfully innovative flight sim. Remarkable for two reasons: you dictate want you want to do and where, and it's even better now than before.



2 Pokémon Stadium 2
Nin. • £50 • 90%
Battle all the *Red*, *Blue*, *Gold* and *Silver* Pokémon in ace 3D. Infinite replayability and a bundle of smart minigames.



3 Paper Mario
Nin. • £40 • 90%
A 'true' RPG – despite appearances – *Paper Mario* is relatively simple but huge and amusing, and as inventive and engrossing as any Big N game.



4 Blast Corps
Rare • £30 • 88%
Startlingly original and thoroughly enjoyable, everyone forgot about Rare's first N64 game. Our advice? Get yourself reacquainted.



5 Pokémon Puzzle League
Nin. • £40 • 89%
Top notch tile-matching Poképuzzler.



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STAR LETTER

'SWEET'

Has no one figured out why Nintendo have switched to the short-but-sweet strategy? Isn't it obvious? They saw how huge the gaps were between releases on N64, and they want to remedy that on Gamecube. So, with shorter games you're looking at shorter development times, and shorter development times means more games! Hurrah! Okay, so each game won't last you as long as *Zelda: Ocarina of Time* or *Mario 64* did, but at least we'll have more Nintendo games, more often. And that's got to be good, hasn't it? Er, hasn't it?
Terence Davidson, Southampton

Interesting. Remember, this isn't a definite strategy for Nintendo though. It's just a pattern we've seen emerging in their first few Gamecube releases in Japan. Despite this, and although not everyone on the **NGC** *team agrees with me, I reckon* Mario Sunshine *and* Zelda *will go against the grain and offer players a sprawling, more familiar, 40-odd hour play. All the other titles may well be downsized, but these ones won't.* **Ed**

No one liked N64 carts... but everyone loves the new GC discs. Nice!

'COMPLEMENT'

I don't think it's really a question of whether Nintendo make shorter or longer games, it's a question of whether other developers make games for Gamecube to complement those made by Nintendo. That was the plan for N64, and it failed due to developers being reluctant to take a chance on cartridges – as well as the N64 arriving well after PSOne. The question of cartridges has been addressed this time round, and there seems to already be a number of major developers on board, some of whom have games almost ready, like Capcom. If you think about it, Sony didn't actually make that many games themselves. Instead, PSOne succeeded because of the sheer volume of other developers committed to the format. It was quantity over quality – but at least you had choice.
Sean Russell, Fareham

Too right. The PlayStation might have had about 50 times the amount of crud we got on the N64, but it also had a fair few good 'uns. Not Mario's or Zelda's, admittedly, but great games all the same. As for Sony themselves, you'd probably be surprised at the amount of work they got through as a developer on PSOne. Remember, they've got studios in Japan, the US and Europe, whereas Nintendo – until recently – had only Rare outside their Japanese HQ. Now they've addressed that problem too, by securing NST, Retro, Factor 5 (albeit unofficially) and, for the time being, Left Field. It's going to be veeeeeery interesting indeed. **Ed**

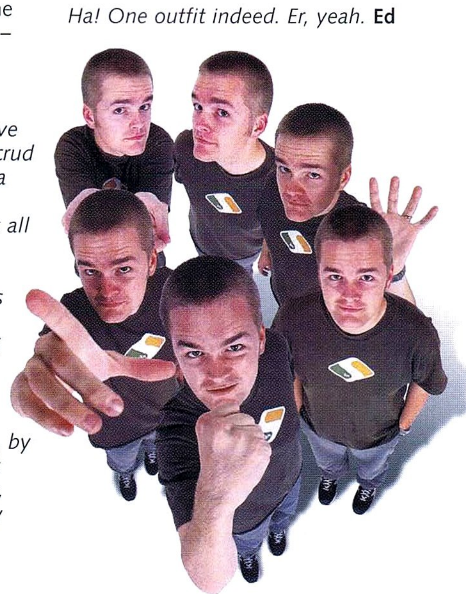
'WEARS EVERY DAY'

Is it just me or does the T-shirt Tim wears *every single day of his life* have the Irish flag on it. If it does, good on him because I'm from Ireland.
Shane Gregory, via email

'SAME CLOTHES'

I've noticed that, since Tim came back, he's been wearing the same clothes every month for his Welcome to **NGC** page. Does he only have one outfit?
Paul Ashwell, via email

Ha! One outfit indeed. Er, yeah. **Ed**



TXT US

Use modern technology to get us on the move...



i want Q i want Q i want Q Um... PLEASE!

CAN'T WAIT FOR MAZZA SUNSHINE AND KAMEO COOPZ

Mark's niiiiiiiiiice. Luv ?

the new link looks like my cat!

my friend max has a pikachu pencil saying "touch me" from luke davey

I NEED MELEE FRM JAMES





Jungle Emperor Leo: *Shigsy's ill advised follow-up to Zelda. Crazy Japanese genius.*

'EMPEROR'

After re-reading **NGC**/23, a reader asked what Shigsy would be doing after he finished *Zelda*. You said he'd be starting on *Super Mario 2* as well as concentrating on *Jungle Emperor Leo*. Well, it turns out you were kind of wrong about both, but it does beg the question: what *did* Shigsy do next? He didn't work on *Majora's Mask* – in fact we didn't see anything from him until *Mario Sunshine* and *Zelda* were revealed for Gamecube late last year.
Rob Koopman, via email

Wrong? We're never wrong! He did work on Jungle Emperor Leo *after he polished off Zelda, but then must have woken up one day and realised it was total rubbish. Which it was. Mazza 2 was a goer for a while too – he told us in an interview he was making it a priority – but for one reason or another it never happened. Why? He was helping out on* Smash Bros*, as well as aiding the design of the Gamecube pad. Workaholic.* **Ed**

'CHRISTMAS CARD'

Quick question: is that familiar-looking artwork inside the Rare Christmas card, showing Kameo, Sabrewulf and Joanna Dark, the work of the great Wil Overton, who left **NGC** for Rare?
Olly Dean, via email

Hmm. We haven't heard him referred to as the 'great' Wil Overton before. If you're referring to the 'lank' Wil Overton, though, then yes, it is he. **Ed**



Overton works elsewhere these days. And he never calls.

'BACKSIDE'

I don't give a Goomba's backside what Mario's backpack is for in *Mario Sunshine*. When, for crying out loud, has Mario ever needed a backpack or, in fact, any additional item to aid his adventures? Rubbish 'heroes' like Lara Croft cower behind an arsenal of enormous weapons. Mario, on the other hand, uses his natural strength to ward off his enemies and, as a result, his games actually require a degree of skill to complete.
James Brierley, via email

Nope, we'd have to say that Mario's never required any additional items to aid his adventure. Except for the Wing Cap. And the Metal Cap. And the Vanish Cap. **Ed**



'AGES AGO'

What happened to *Hey You, Pikachu?* You know, the game Shigsy was supposed to be overseeing ages and ages ago.
Ian Brown, Crawley

CORRECTION CORNER



In **NGC**/64, on page 78, you put down that I did challenge A, B and I when I don't even have those games. I did K, L and S.
Mark Nisbet, Ayrshire

W, H, O, O, P and S. **Ed**

There's a mistake regarding *Tony Hawk's* in issue 64. In the review you gave it 93 per cent but, earlier on, in News Extra, you reckoned you'd only given it 92.
Nintendo Fan, via email

Oh, that. By the time we got round to reviewing it it was even better Er, yes. **Ed**

Thanks for printing my joke about the GBA in issue 64 of **NGC**. I would like to stress, however, that I do not/have not/and do not intend to live in Ireland. I do in fact live in Tunbridge Wells, as in 'disgusted of Tunbridge Wells'. Must just be the way I tells 'em.
Simon Turk, Ireland

Thanks. We appreciate you clearing that up for us. **Ed**

In **NGC**/64's Mailbox, you said that Granana Television couldn't get you a tape of You've Been Framed, when, as you know, it's Granada Television. Er, unless Granada have recently merged with a banana.
Ben Peers, via email

Yeah, that's it. **Ed**

BONUS LETTERS

There's obviously a number of things you could do, like taking them to court, for example.
Oliver Herst, Camberley

We could do that, sure. **Ed**

I believe that your magazine is made of paper.
C-Dude, via email

You'd be... wrong. It's actually made out of the same material Spider-Man uses in his suit. **Ed**

If Greener is a friendless loner like you claim, my small brother is looking for a 'special friend'.
Tom Radcliffe, London

I'll let him know. **Ed**

They'd repossess your home.
Mick Hill, via email

Not if we boarded it up. **Ed**

I opened up the box and out came a corpse. It was v. strange.
Mark Gayden, Taunton

I can imagine. **Ed**

Tell Paul he needs a haircut.
Ally Campbell, via email

He's on the phone. Again. **Ed**

I have a problem.
Ben Mobbs, East Sussex

Let me just find Greener's home phone number for you... **Ed**

What's the meaning of this?
Callum Burnside, Aberdeen

Just a little joke. **Ed**

Okay, so this is how it worked out: he came round, I slapped him in the face, he left again.
Jim Stoiges, Gloucester

Firm but fair. **Ed**

I said: yeah, yeah, yeah. And he said: I know, I know, I know.
Mark Longhurst, Stoke

Right, right, right. **Ed**

ZOE stands for Zero Owners.
Stuart Mykland, Australia

Okey dokey. So where exactly does the E bit come in? **Ed**



Win a game of your choice! All you have to do is tell us a Nintendo-related joke – and make us laugh. This month: **Calum Stevenson** of **West Lothian**

Tim's doing his monthly search for Grintendo, when...

...he comes across what seems like a reeeal beaut.

How does Mario surf the internet?



Greener takes two long, long minutes to think about it.

He uses a web Bowser!

Greener cries. Tim's levels of interest are critically low.



Laugh-o-meter

FREEZING COLD | NIPPY | LUKE WARM | WARMING UP | SCORCHING

UNSUCCESSFUL

SORRY, CALUM. THAT WAS ONE STINKER OF A GAG.

Got a great Nintendo-related joke? Then write to us at Grintendo, Mailbox, **NGC** Magazine, 30 Monmouth Street, Bath, BA1 2BW or alternatively e-mail ngc@futurenet.co.uk putting **Grintendo** in the subject line.

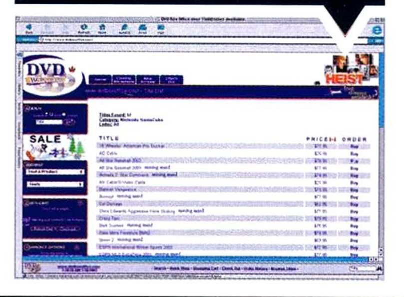
It came out in Japan and sold about three copies. We got one in the office and tried to get Pikachu to fetch our slippers using some of the worst Japlish ever spoken aloud. He wouldn't do it, the little yellow scamp. **Ed**

'CANADIAN'

I've found a great place to buy import games. It's www.dvdboxoffice.com, a Canadian site where brand new Gamecube games cost between £32 and £35. And – get this – there's FREE worldwide delivery. Bless Canada.
James Charlton, via email

Nicely. Any other bargain sites out there? Let us know if you find 'em. **Ed**

Can't wait 'til May? DVD Box Office will do you a US Cube for £154.16, all in.





'SYMBOLS'

I was reading the Future Look on *Animal Forest +* in issue 64 when I noticed the bottom right and top right of the page had screenshots featuring the PlayStation pad symbols. What's going on there then?
Jason Ho, via email

Yeah, we spotted this. Seems someone at Nintendo is having a bit of a joke. But, because Animal Forest is nigh-on impossible to understand even if you speak rudimentary Japanese, we couldn't tell you what the joke is. There's still hope, mind – Greener's currently learning Japanese, and we've glued his face to our TV and won't let him move until he's let us in on the gag. We'll keep you informed. **Ed**

SO TELL ME THIS

Will the orange GCs be available at launch, or will we have to wait several years for them to appear? What other colours will there be?
Tom Freeman, Norfolk

Afraid not. Only purple and black will be available at launch, along with purple, black and purple and clear controllers. We don't think it'll be long before you see the orange one out here, though.

I see there's been talk of *Grand Theft Auto 3* for Gamecube, but will that other great Rockstar game, *Max Payne*, be coming out on GC?
Mark Gibson, Dumfries

Grand Theft Auto 3 was vehemently denied by publisher Rockstar when asked, but we've heard rumours that developers DMA are very keen to bring it across to GC. That's one to keep an eye on, that's for sure. As for *Max Payne*, we've heard absolutely nothing – and, to be honest, don't expect to until Gamecube proves it can sell big numbers. Once it does, *Max Payne* – and other PS2 favourites – are dead certs.

1. After the Gamecube is out, will there be a multi-tap allowing you to up the number of players to eight?
2. Is *Perfect Dark Zero* going to feature Joanna Dark's sister as the main, playable character?
3. Can we expect another *Star Wars* game to tie into Episode II's release?
Steve, via email

1. Nope. Gamecube games will be four players as standard. If a developer does decide to include an eight-player option, it'll be a *Micro Machines*-style share-a-pad experience, we're afraid.
2. Nope. Again.
3. Definitely. Though we won't see it immediately after Attack of the Clones hits your local fleapit. Expect a release later on into the year, around autumn.

Now that Capcom have committed to Nintendo with the *Resident Evil* series, what are the chances of us seeing *Devil May Cry* on Gamecube in the near future?
Rob Styles, Hereford

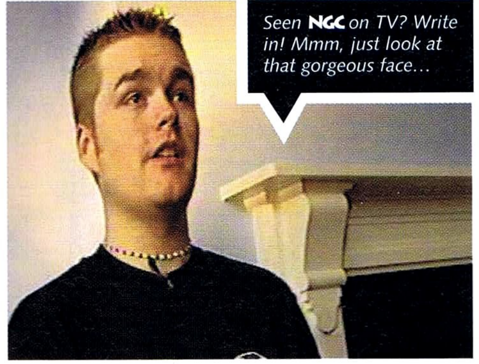
Small, we'd have thought. Capcom are heading down the road marked 'platform exclusives'. That means certain games will be reserved for certain machines. *Resident Evil* is for Gamecube, *Devil May Cry* for PS2.

'SUPERMARKET'

You reckon **NGC** on You've Been Framed was a good spot? Well, there was a programme on BBC called What Children Want: And How They Get It, and I noticed one of the guys standing next to the magazine rack in the supermarket was reading **NGC**. Great!

John Kendall, Bishops Stortford

Beast. Well beast. Seen **NGC** *anywhere else on TV? Write in and let us know, sending piccies if possible!* **Ed**



Seen **NGC** *on TV? Write in! Mmm, just look at that gorgeous face...*

'REGISTERED'

Did you know that in the original N64 manual, there's a bit that says: "N-Cube is a registered trademark of Nintendo Co. Ltd"? And that was when the N64 came out. Did they already know?

Aaron Johnson, Australia

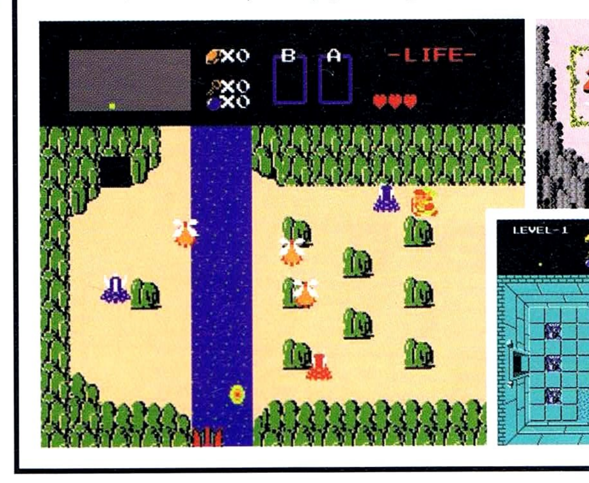
Ah, no real mystery, here, we're afraid. The 'N-Cube' is actually just the name of Nintendo's famed 3D N. As above. Sorry about that. **Ed**

'WONDERING ALOUD'

Anyone who doesn't like *Zelda* on Gamecube obviously isn't thinking right. Basically, it's a 3D version of *Zelda* on the NES. If you play through the aforementioned NES adventure you'll understand why there's cause to be very excited by *Zelda* Gamecube. Maybe later on Shigsy will create a *Zelda* game so realistic we'll be walking around our houses looking for Link in the wardrobe and wondering aloud, "What did I do with that Bombchu?" But for now I reckon we should start savouring the retro update.

Matthew Bull, Boston

Nice! We would have liked to have seen a full-on, eye-gouging Zelda 3D *realistic-a-thon, but you can't have it all. And, anyway, with Nintendo behind it, what could possibly go wrong? (Uh, Kirby 64...? – Greener).* **Ed**



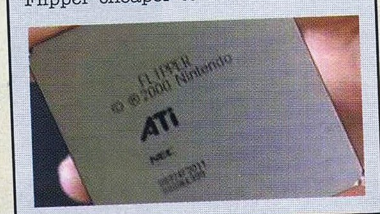


GAMECUBE LAB



CHEAP CHIPS

Interestingly, because Flipper is just about the most expensive component of Gamecube, it's ATI's continued work on it that'll help bring the console's price down in future. "We're working overtime with NEC right now on cost reductions," says Greg. "You want the Gamecube to lower to $150, and $130, and below even that. We're constantly trying to make Flipper cheaper to build."



Flipper? It's the name for Gamecube's graphics chip – the 8 x 8cm slab of metal and plastic that brings the stunning visuals of *Luigi's Mansion* and *Star Wars: Rogue Leader* to life. But how does the little beggar work? And does it *really* wipe the floor with Xbox and PS2? Answers follow...

EASY DOES IT

Is the much-touted 'developer-friendliness' of Gamecube simply hot air? Nope.

1. **DO IT ALL** Flipper performs 95 per cent of the work needed to create game visuals. No need for developers to waste hours coding their own fancy graphics routines (a la PlayStation 2) – just throw some shapes at it and off it goes.

2. **STUTTER-FREE** High bandwidth (Flipper can send and receive graphics data at stupid speeds) means there's none of the slowdown that comes from coders chucking stuff at it faster than it can cope with.

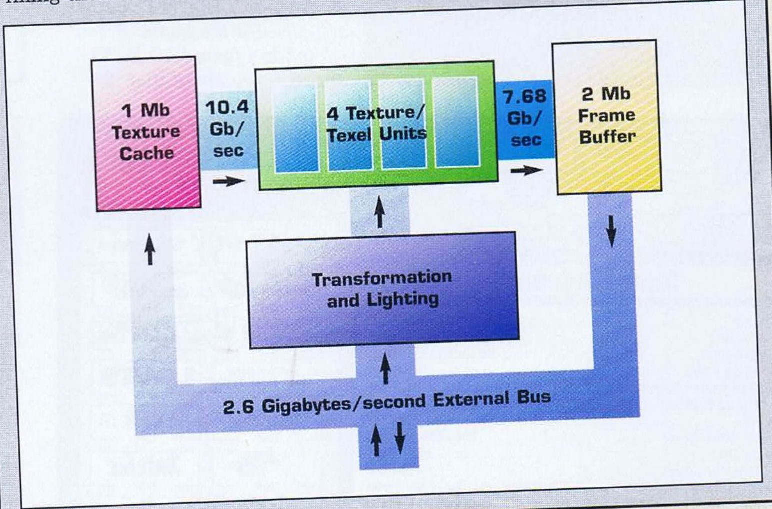
3. **NO SURPRISES** Tell Flipper to do something – draw a triangle, slap on a texture – and it does it. None of what ATI guy Greg Buchner calls "quirky behaviour" – unexpected shortcomings in less elegantly-designed chips.

4. **FAST** Flipper is quick. The miniscule dimensions of the chip, the tiny size of the wires inside, and the special superquick memory chips (see below) create enough raw power to realise every coder's dreams.



IN A NUTSHELL

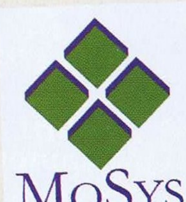
Flipper's job is to draw pictures on your TV screen. It collects shape and colour information from the game as it's running, then draws everything a frame at a time, before sending it off down GC's video cable to the telly. Drawing is a two-stage process: creating the 3D outlines of the shapes, then filling them in with textures (such as a brick pattern for a wall).



RAM IT HOME

THE MEMORY

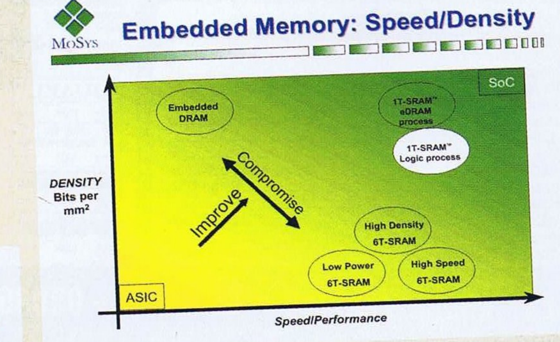
Gamecube keeps its many textures in the cavernous dressing-up box that is... the memory!



Flipper is positively crammed with memory. A whopping third of the entire chip is taken up with RAM, in fact – special 1T-SRAM that marries lightning-fast speeds with a microscopic size. This proximity to the rest of the chip's innards means Flipper has instant access to what's stored there – which is usually textures, the all-important colours and patterns that decorate the 3D objects in a game. That's one of the reasons why Gamecube games invariably run at a smooth 60 frames-per-second – quick access to textures, and lots of them, means less delay in getting them to the screen.

SIZE POWER PROCESS YIELD TEST SOURCE COST SPEED

NEC



THE EFFECTS

One of Flipper's many strengths is its roster of built-in graphics effects, or 'transformations'. Observe...

1. **Bump-mapping** The snow in Rogue Leader's Battle of Hoth level is actually flat – but clever shading of the texture plonked on top gives it a 3D look.

2. **Transparency** No videogame ghosts ever looked as ghostly as those in Luigi's Mansion, and it's thanks to Flipper's in-built ability to make shapes see-through.

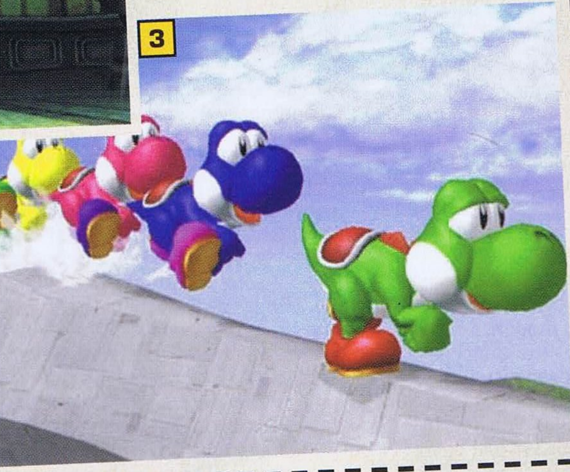

1


2

3. **Tri-linear mip-mapping** The objects and characters in Smash Bros don't turn blocky or jaggedy as they move closer or further away, thanks to this complicated – and, in Flipper, automatic – mathematical process.



4


3

4. **S3TC Texture Decompression** Self-explanatory, this one – textures are squashed and unsquashed automatically by Gamecube, making graphics faster and much more detailed, a la the super-speedy Super Monkey Ball.

FLIPPER TECHNICAL SPECIFICATIONS

GPU: "Flipper" (system LSI)
Manufacturing process: 0.18 microns NEC embedded DRAM process
Clock frequency: 162 MHz
Embedded frame buffer/Z buffer: Approx 2 Mb, sustainable
Latency: 6.2 ns (1T-SRAM)
Embedded texture cache: Approx 1 Mb, sustainable
Latency: 6.2 ns (1T-SRAM)
Texture read bandwidth: 10.4 Gb/second (peak)
Main memory bandwidth: 2.6 Gb/second (peak)
Colour depth, Z buffer depth: 24-bit
Image processing function: Fog, subpixel anti-aliasing, eight hardware lights, alpha blending, virtual texture design, multi-texturing, bump mapping, environment mapping, MIP mapping, bilinear filtering, trilinear filtering, ansitropic filtering and real-time hardware texture decompression (S3TC).
Other: Real-time decompression of display list, hardware motion compensation capability and HW three-line deflickering filter.

TECH SPECS

Meaningless Flipper techs de-jargonized for your pleasure.

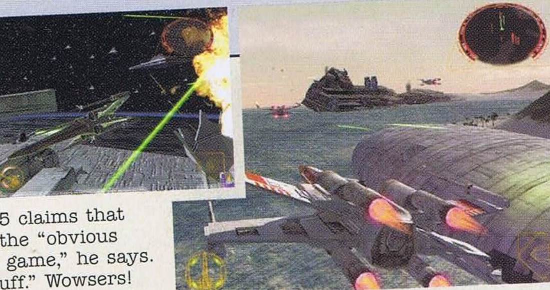
Texture Read Bandwidth Flipper fetches up to 2.6 Gigabytes of textures from memory in one second. By comparison, an entire Gamecube disk holds 1.5Gb.

Sustainable Latency How quickly a chip can fetch drawing instructions from its memory. In Gamecube, it takes 6.2 nanoseconds – that's one billionth of a second.

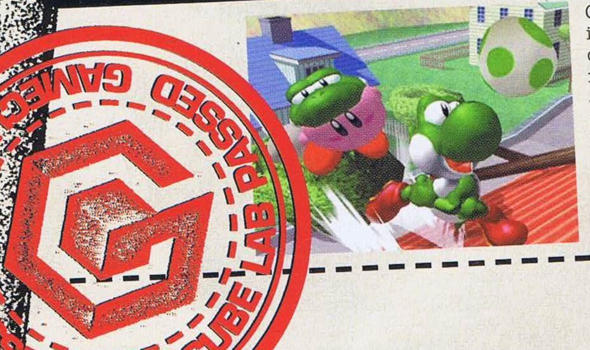
MHz Short for Megahertz, a measure of how quickly a chip operates. Flipper is 162MHz – it processes 162 million drawing instructions per second. PlayStation 2 does 150.

COLOUR ME GOODD

According to Flipper creator Greg Zeschuk, developers are only scratching the surface of Gamecube's texturing capabilities – his favourite feature of the chip. Up to eight textures can be simultaneously pasted onto any 3D surface, via a complicated 'texture switchboard' called the TEV Pipeline that can get patterns to combine, interact and even manipulate one another. To give you some idea of how powerful this is, Julian Eggebrecht of Factor 5 claims that Star Wars: Rogue Leader only uses the "obvious effects" of this engine. "In our next game," he says. "We'll focus on more complicated stuff." Wowsers!



THE JAGGIES



Gamecube graphics aren't afflicted with the infamous 'jaggies' – the jarring stepped lines that curse most PS2 games. This is because Flipper features built-in 'anti-aliasing', which basically blurs any harsh lines to make them smoother. In fact, anti-aliasing is what gave most N64 games that trademark 'fuzzy' look – but because Flipper is so much more powerful, it can blur the lines more subtly, maintaining a crisp, clean look. PlayStation 2, incidentally, also features anti-aliasing, but it's an absolute pig to use. So most developers don't bother.

Q WHAT DO YOU THINK ABOUT GAMECUBE'S LAUNCH LINE-UP?

IDEAS FACTORY

Anyone who says they're not impressed by this is a stinking liar.

Smash Bros is one of May's essential buys. Don't miss this ultimate fighter.

Mark? Great stuff. There's pretty much something here for everyone – but for me it's going to have to be *Wave Race*. I've had a love-hate relationship with that game ever since it came out in Japan, and it may have made me smash up more joypads than I care to remember, but it's got loads of depth and it's ridiculously hard on the later stages, making you feel like a proper hardcore gamer once you start getting *really* good at it. Mmm, very nice.

After that, it's *Super Smash Bros Melee* because it's the most beautifully addictive, smack-tastic party game ever to be created. Far and away the best multiplayer Gamecube game so far. Shame it's not out for launch, really.

How about you, Evans? Got your eye on anything? Yeah, you could say that. As far as games go though, I'm not completely taken by the launch line-up. It would have been nice to see some traditional fighting games in there – *Soul Calibur 2* would have been top, but maybe I'm just beinga fool expecting that for launch. Sigh.

Anyway, for the launch games it's a toss-up between *Rogue Leader* and *Super Monkey Ball*. I'm a complete Star Wars loon so I'd be daft not to pick up a copy, but then *Monkey Ball* is a great all-rounder for single and multi-player gaming. After that, I'm going to wait for *Extreme G3* because it's one of my favourite racing series ever.

Let me guess, Tim: *FIFA 2002*? Naturally. If by 'naturally' you mean 'not a chance in hell'. I wouldn't buy a *FIFA* game out of principle *ever* – they can never stand up to the awesome ISS series – so for me it's got to be *ISS 2* all the way. It's also a very pleasant surprise to see *Burnout* in the launch line-up, so I'll probably be blowing my wad on that little beauty. It's pretty difficult to choose, though, because the line-up is actually very strong. Pretty much all the bases are covered, with a great clutch of first-rate games. Could have done with a *Mario*, mind.

Dan, how is your mullet taking the stats? To be perfectly honest, the mullet doesn't really want to know about the launch line-up. I'm intrigued to find out what *Gauntlet Dark Legacy* is going to be like, but after that, I'm going to save my wonga for *Resident Evil* (because I never really played it much the first time round) and *Turok Evolution* because it looks like an absolutely storming first-person shooter, and I loved all the *Turok* games on the N64, even the dodgy third one. To be honest, though, the launch line-up leaves me a little cold. Where's the Nintendo biggie?



Not ready for launch, but not far off – Turok will bolster the GC's FPS selection.



Gamecube is lacking in the driving genre. Can *Burnout* solve this?

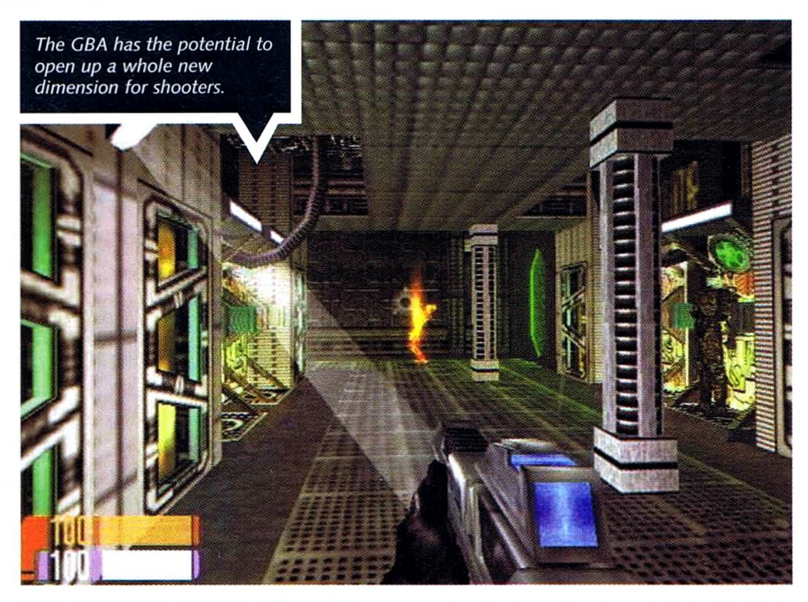
What about you, Kittsy? Well, it's stronger than the PS2's launch line-up was, that's for sure, but in all honesty there's not a game that'll shift Gamecubes by itself, like *Mario* did on the N64. The sheer quantity is impressive though, so you can be sure there will be something for pretty much everyone. My first choice would be *Luigi's Mansion*, second *Wave Race*, and then *Monkey Ball*.

NOW IT'S YOUR CHANCE!

Well, you've read our thoughts on the subject, but what do YOU think of the launch line-up? Something for everyone, or sorely missing that 'killer app'? We'll put the most interesting answers in Reader's Forum in two month's time. Send 'em to Ideas Factory, **NGC** *30 Monmouth Street, Bath, BA1 2BW or email ngc@futurenet.co.uk.*

LAST TIME IN IDEAS FACTORY WE ASKED YOU...

Q HOW SHOULD THE GAMECUBE-GBA LINK-UP BE USED?



The GBA has the potential to open up a whole new dimension for shooters.

REVERSE THE POLARITY

I think it would be great if they made a Star Trek: Voyager game (a little bit like *Elite Force* on the PC) but with stronger RPG elements. The GBA-Gamecube link could come into play whenever you used a computer terminal or tricorder, so that your GBA would effectively become the operating system for whatever terminal you logged onto. For example, two players could play co-operatively in an away mission with each player having a GC pad and a GBA linked into the Cube. Players could split up and walk over to an object of interest, and then use their GBA to scan whatever it is they want to examine. All the relevant data would then appear on the GBA screen, like the handsets in the series. It could even be more dynamic, like one player getting into trouble on a planet surface, while the other used the GBA as a transporter terminal to beam them out of trouble.
Dylan Roberts, Cardiff

HACKER HEAVEN

The GBA link-up feature could be used for dual perspectives. For example, you could sneak into a computer mainframe and then attach a device that would allow control over an installation's security features. The GBA would be used to show various camera viewpoints, which you could then disable for sneaking past certain sensitive areas before re-activating them. You could also use the GBA to map out new routes for security guards or robots – conveniently drawing them away from their patrol areas, and giving you access to whatever it is they were originally guarding.
Nate, email

MINI MIYAGI

Imagine a fighting game where you had to train up a character from scratch. On the Gamecube it would look and play a bit like *Soul Calibur* or *Tekken*, but when you downloaded the character data onto your GBA, it would be more like Street Fighter. Once your character was on the GBA, you could run training routines to practice and strengthen special moves and combos while you were on the train or something. Then, when you went home or round to your mate's house, you could upload your improved fighter and battle. If you wanted to take the idea further you could trade weapons or moves that you'd learned or created, you could even have it so that experienced players could link with novices and be a bit like their sensei – teaching them new skills and so on.
Shaun Richards, email

BOGIE AT SIX O'CLOCK

If you had complicated games such as flight sims you could make it so that the GBA held all the radar, weapons and systems info. This would mean that your telly wouldn't have to be cluttered up with info and stats – giving the full screen to all the lush graphics and that. If you were having a two-player dogfight or something, you could draft two more players in to be the GBA-playing co-pilots to the players flying the planes. I reckon that would be a great way to make games more co-operative. You could even have the same idea for rally games, with the GBA player giving info about the course ahead.
Julian Cox, London

PEEKABOO

When Nintendo eventually get off their butts and bring us both online play and a GBA camera, you could have a set-up where you could play *Perfect Dark Zero* or *Metroid* or something over a network, while your GBA (with a camera in it) could relay images of your smug face grinning as you blow some poor sap in Venezuela's face off with a shotgun. That kind of personal touch would make one hell of a party.
Dazza, email

GAFFER ON THE GO

It would be great if you could play *ISS* and use the GBA link as a mini management sim. You could do all kinds of stuff on it, like sorting out tactics, designing kits, managing the club's budget, or even trading or buying players from GBA to GBA. Once you've finished you could then link up to the Gamecube and transfer the data to your squad.
Mikkael Hoek, Holland

Imagine – training your fighter from scratch and battling your mates.

THE MAKING OF... SHADOWM

CAUGHT IN THE NETTIE

The relationship with beady-eyed voodoo priestess Nettie and Mike was extremely important. It was her vision of the impending apocalypse that sent you out on your quest to stop The Five in the first place, and it was her you came back to for hints and tips... as well as a little lurvin' later on too. Sort of. Mike and Nettie *appeared* to get down to some action at one point, though it was never mentioned thereafter. Interesting. Veeeeery interesting.





It was the darkest, scariest, most disturbing game ever made for a console, let alone a Nintendo console. Let's hold hands as we get Shad all over.

When we first caught wind of *Shadowman*, way back in NGC's late teens, it sounded so far from what anyone else had tried on the N64, we thought it might be some kind of deeply upsetting joke, pencilled in for a Nintendo release only to later appear, strutting its stuff, on the PlayStation, at the time, *the* console for more mature games – or so a countless number of tunnel-visioned coders would have had us believe. But no. Twelve months later it arrived, and it was stunning – packed to the rafters with the sort of content even *Resident Evil* would balk at. What other game, after all, included *one* head-removing serial killer, let alone *five* – one of whom was the ultimate killer himself: Jack the Ripper.

And as we quickly found out, serial killers were just the start. Based, like the

WHY SHADOWMAN WAS A CLASSIC

ENEMIES *Shadowman's bad guys were amongst the best ever committed to a game, including the notorious Five, a quintet of serial killers hell-bent on destroying the world.*



ENVIRONMENTS *Shadowman's locations were vast, beautiful and untouched by fog. On the first level, set in Louisiana, you could see all the way to a church in the distance – and, like Zelda, Shadowman could adventure his way to it from his starting point. A truly memorable achievement.*



MOVEMENT *Mike LeRoi and his alter ego were blessed with some incredible animation, as well as the ability to jump, back-jump, climb, roll, crawl, hang and fire two weapons at the same time.*

TATTOOS *As well as a number of other quests, Shadsy had to find his way round the sprawling Gad temples, where body-burning tattoos were hidden. Each tattoo gave him extra abilities, such as being able to push aside scalding hot blocks, as here.*

MAGIC MOMENT
ALL THE RIGHT MOVES

Although the game's basic control system was taken from Zelda (including a Link-style lock-on that allowed you to strafe enemies), Shadowman had an additional inventory of extra moves. In fact, he was about as flexible a creation as videogaming had ever seen, with rolls, swinging, climbing, jumping, back-jumping and, best of all, ambidexterity that brilliantly allowed our hero to carry two different weapons at the same time, and fire them off in different directions. Nothing's equalled it since, not on any console.



AN

Turok games, on one of their own comic books, *Shadowman* was a labour of love, a project the people at Acclaim's spectacular Teesside studios had always fancied, but had never been given the opportunity, or had the hardware available, to realise their vision. Until the N64 arrived, a machine that – in the right hands – could create 3D worlds of unrivalled majesty and beauty. Though, as *Shadowman*'s Creative Director Guy Miller honestly admits: "I rarely think about which format a game is on. If a game's good, then it should work on any format."

Comic relief

So, with the hardware in place, Teesside set about the task of realising their vision for the *Shadowman* game, including marrying the basic ideas and premise from the comic book with their own original concepts. "I'd say that we probably created more of our own hideous creations for the game than we took from the comic," admits Guy, now recuperating as Design Director on the Harry Potter games, after years spent in the company of Avery Marx, The Home Improvement Killer, and couple-murdering drifter Marco Cruz, The Repo Man. "Central characters like Mike LeRoi, Jaunty and Nettie were all lifted directly from the comic, whereas the monsters were either products of our own imaginations or were inspired by gods and demons from the Voodoo religion. The serial killers, Marco Cruz, Victor Batrachian et al, were *all* of our own making."

Dead or alive

The key idea behind *Shadowman* was to create a sprawling, free-roaming world, much like *Zelda*, where you could go to places where you could see miles into the distance, explore massive locales without the pressure of objectives or quests, interact with other characters, discover secret areas, and yet be entertained and gently nudged along by an engrossing, fantastically dark story. In fact the story was, perhaps, the game's strongest element, flipping between Liveside, the world we know, and Deadside, vast, underground asylums and temples where Mike LeRoi, part-time private investigator, turned into Shadowman, the bare-chested, green-eyed, demon-hunting ace.

The idea behind *Shadowman* was to create a sprawling, free-roaming world like *Zelda*

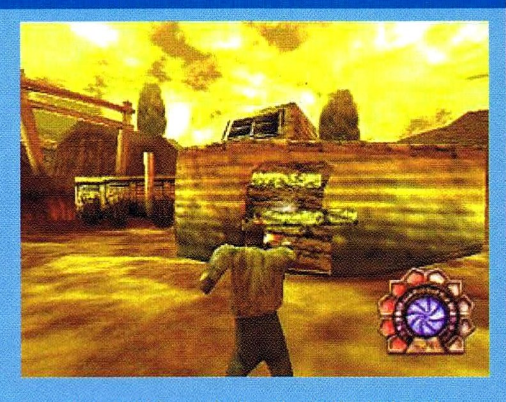
And it all worked beautifully… most of the time. While the story was bulletproof, a top-notch narrative that kept the game ticking over magnificently, there were dangers with giving the player that amount of gameplay autonomy – borne out by the fact that *Shadowman* required a lot of backtracking in order to complete certain tasks. "In retrospect, I do think there was too much backtracking," says Guy. "It was our first truly sprawling

MAGIC MOMENT GAD ALL OVER

The three Gad Temples were staggering, sprawling locales, often awash with lava, hissing steam and lengthy coils of climbable rope. The reason for each were the Gads themselves, tattoos burned onto Shadowman's body, bestowing him with extra abilities. In the Temple of Fire, Shadsy claimed the Gad Toucher, allowing him to push red-hot blocks and hang from flaming ledges; in the Temple of Prophecy was the Gad Marcher, giving him the chance to walk across coals; and in the Temple of Blood, the Gad Nager, handing Shadsy the chance to swim across huge pools of lava.



TEAM PLAY



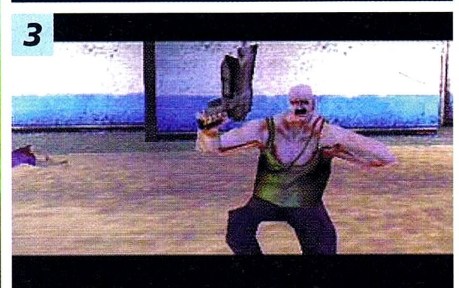
The original vision for the game was so huge, so expansive and so free-roaming that, in the latter stages of development, things started becoming pretty fraught. "The atmosphere on the team was so thick you could've chainsawed it," admits Guy. Understandable, perhaps, when you considered what they had taken on – creating such a diverse and bewilderingly huge adventure and *then* tying everything together, was demanding to say the least. Commendably, though, and despite the pressures on the team throughout development, they still managed to stick extremely closely to the original blueprint. "Towards the end we had to cut out a couple of areas due to time constraints," Guy admits, "but I think that the game was as near as dammit to our original twisted vision."

GARDELLE COUNTY JAIL



1 *The Five could only be destroyed by Shadowman, not Mike LeRoi, so you had to work out how to get Shadsy across from Deadside. Once done, you found out the jail was home to three of The Five...*

2 *To make matters worse, the jail was enjoying a full-scale riot, with inmates running around losing their heads. "The headbursting convicts in the jail was my favourite bit of the game," beams Miller.*

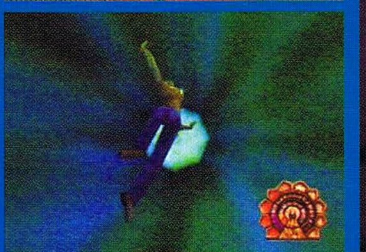


3 *A way in, you meet Milton T. Pike, the Video Nasty Killer. A Vietnam veteran, Pike is as mental as a barrel of squirrels and invites Shadsy in for a bit of a gun battle, as well as some racism.*

4 *After, you get to meet the equally nutty Dr Victor Batrachian, who starts screaming "I am Doctor Death! I am The Lizard King!" at you and then details his plans to link up with Legion. Scary stuff.*







DARK AND DANGEROUS

While other, lesser developers harped on about the N64 being unsuitable for more mature games, Acclaim stuck two fingers up to the naysayers and went ahead to make just about the most adult game money could buy. "I was never worried about the content," Guy assures us. "Actually, I was rather excited at the prospect." The question is, did Nintendo ever express any doubts when they saw what *Shadowman* had in store for N64 gamers? "To my knowledge, we never suffered any interference from Nintendo," he says certainly. "However, Acclaim were very nervous at one point during development. This was just around the time those two idiots went into their high school and blew away a whole bunch of their schoolmates. It all stemmed from the cretinous argument that videogames inspire violence. Which they don't. They just copy the real stuff."

action adventure and I think that there was too much of the sprawling and not enough direction for the player." Even so, while it might not have had the ingenious structure of *The Legend of Zelda*, it certainly had enough set-pieces to match Nintendo's classic.

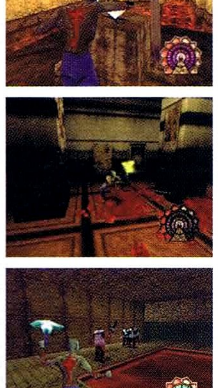
Scare in the community

Chief among these was the London Underground level, a gorgeous, terrifying journey through an abandoned tube station, with the eventual prize being a meeting with the stunningly mental Jack the Ripper. But other standout moments occurred in the New York tenement block where the lights were out and you had tooled-up serial killer Avery Marx on your trail (a section that included a neat little nod to the finale of Silence of the Lambs), the creepy Asylum Playrooms, where a lullaby played constantly in the background, and the Gardelle County Jail, where Mike LeRoi/Shadowman took on serial killers Milton T. Pike, Marco Cruz and Victor Batrachian. So how did Guy come up with The Five? "I took inspiration from a number of books about serial killers – we actually based our fictional psychopaths on the actual psychopaths in those books.

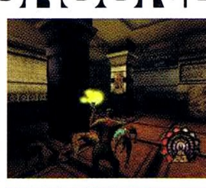
"My *favourite* serial killer was the Hannibal Lecter pastiche, Dr Victor Batrachian", Guy goes on to tell us, "mainly because I got to do my ridiculous German/Swiss accent." That's right – Guy even did some of the voices, another remarkable part of *Shadowman*, as the speech squeezed into the cartridge lasted well over an hour. "The guy we got to do Shadsy himself was Red Pepper. You can hear him doing voiceovers for film trailers and BBC dramas. He's a great guy – a real method actor. While we were recording, he spoke all the time in an American accent, even though he's from London. He was once a tube train driver and used to make announcements in 'funny' voices." And what of Guy's own stab at superstardom? "It felt great doing the voice of The Lizard King. It's always good fun playing villains and while I was in the studio I also method acted – I ended up tearing out the recording engineer's throat with my teeth!"

He is, of course, only joking. Er, well, probably. NGC

LEVEL TOUR: ASYLUM PLAYROOMS/LONDON UNDERGROUND



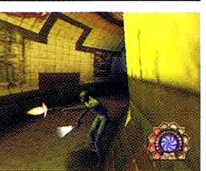


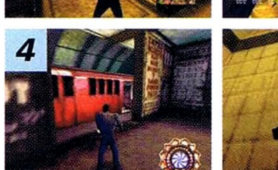



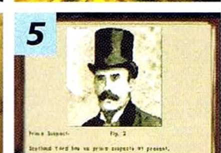










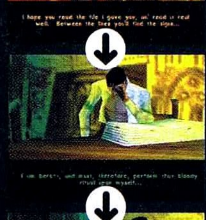





MAGIC MOMENT SAY WHAT

The amount of speech crammed into Shadowman was incredible, with well over an hour's worth distributed among the many characters, but in order for this to happen, Acclaim had to dump the original 128Mb cart and introduce the more expensive 256Mb version. It was worth it.








1 Shadowman's ambidexterity allowed him to carry two weapons at the same time, but it also put constraints on what he could carry – and gave you a tantalising amount of choice when you visited the items screen, especially when you'd progressed in the game.



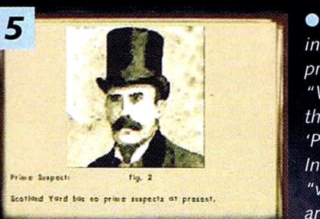
2 Using his dead brother's teddy bear to warp between places, Shadowman could take himself along to the Cathedral of Pain, where each of the serial killers had a shrine and a schism, a torso you ripped apart with the Retractor in order to cross back to Liveside.



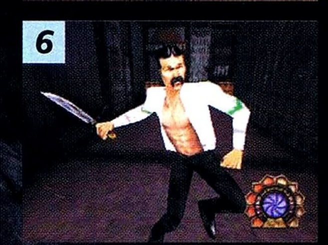
3 The London Underground level was superb, based almost entirely on Down Street, a disused station that Winston Churchill used as a base of operations during WWII. Acclaim took reams of photos to replicate the feel of the dank, neglected terminus.



4 Part of the tube level required Mike to make his way through a dormant train. Unbeknown to him, he was on his way to the lair of Spring-Heeled Jack – or plain old Jack the Ripper. Or Jack 2, as he wasn't technically Jack the Ripper but… well, it worked.



5 One of the game's most inspired touches was FBI profiles of each serial killer. "We managed to get hold of the FBI's handbook on murder, 'Practical Homicide Investigation'," explains Guy, "which was of real use to the artists with its crime photos."



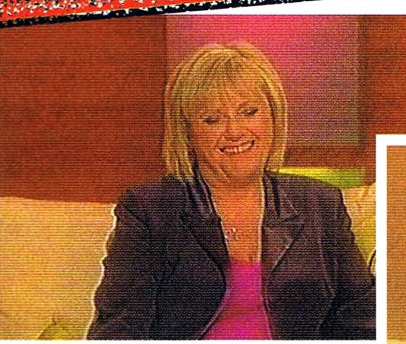
6 One of the game's standout moments was the jump-out-of-your-skin appearance of the lad Jack. After making your way through the disused underground carriage, you found yourself in an anteroom with no idea what to do. Then, Jack drops down behind you…


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WILD ACTION!
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EPISODE DELETED!

MARIO LOSES IT ON THIS MORNING WITH RICHARD AND JUDY

Following the launch of the Nintendo 64 and the critical and commercial success of 'system-seller' *Super Mario 64,* Mario makes his first – and last – appearance on daytime television…



Judy: There have been some reports that you're currently feeling a little overworked and stressed.
Mario: Well, Judy, let me tell you, those reports are completely false.

Judy: But you're quoted in The Sun as saying: "I could do with a break. Having to do promotional tours starts to become boring and makes you a little taut."

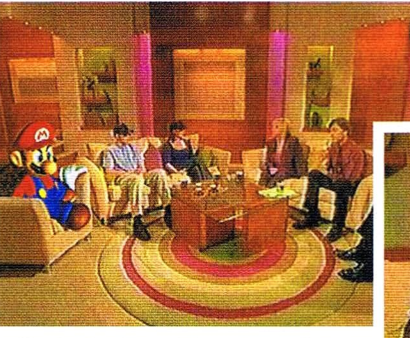




Mario: Can I just say that they misquoted me on that?
Judy: How?
Mario: I never actually said it was boring.

Judy: But you did say promoting made you taut.
Mario: No.
Judy: What, then?





Mario: I said that it made me feel stressed.
Judy: Isn't that the same thing?
Mario: No.

Judy: Surely it's the same thing, isn't it?
Richard: Same. Thing.

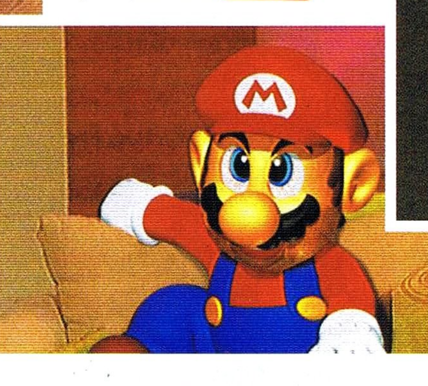


Mario: It's not the same.
Judy: It sounds the same.
Richard: Same.
Mario: It's different! Haven't you heard of The Nintendo Difference?!



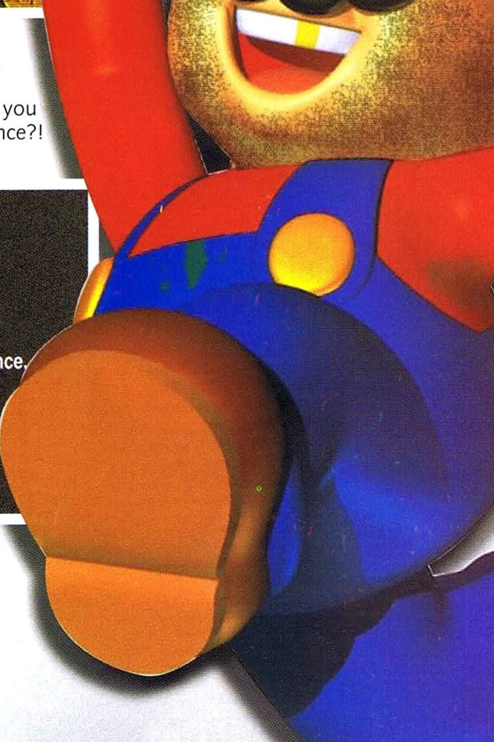
Judy: Okay, okay, let's calm it do…
Mario: No, I won't calm it down! You accused me of calling you a CENSORED
Judy: Wait a second, I never sai–
Mario: You said it, freak! I heard you!

Judy: Richard!
Richard: Same.
Mario: Come here and I'll nut you, you little CENSORED



We are currently experiencing some technical problems.
We apologise for any inconvenience.

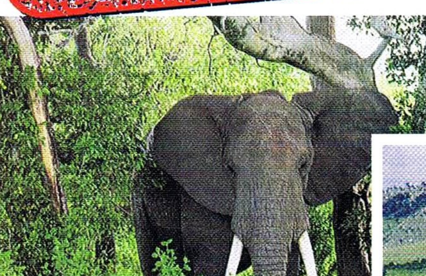
Announcer: This programme has been temporarily interrupted. We apologise for any inconvenience.





TUROK'S URGES GET THE BETTER OF HIM ON WILDLIFE ON ONE

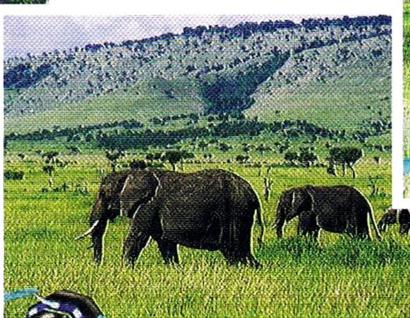
After enjoying incredible success in his game of the same name, Turok was asked by the BBC's prestigious wildlife unit to head up a documentary team in South Africa's Kruger National Park.





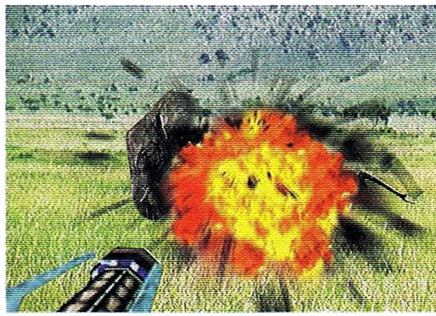
Documentary maker: These beautiful animals number around 10,000 in the park.

Documentary maker: They're so massive, so graceful, so incredible...



Documentary maker: ... so amazingly... Uh, isn't that... a Particle Accelerator?

Documentary maker: Aaaaaaaaaargh!
Turok: I... am... Turok!



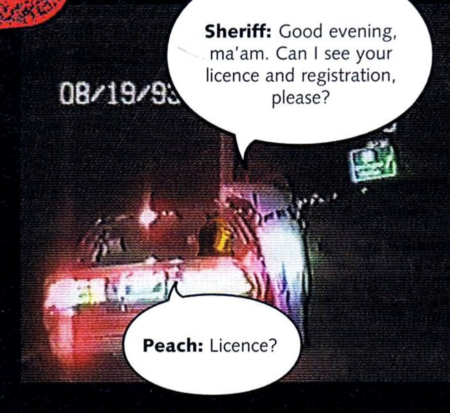
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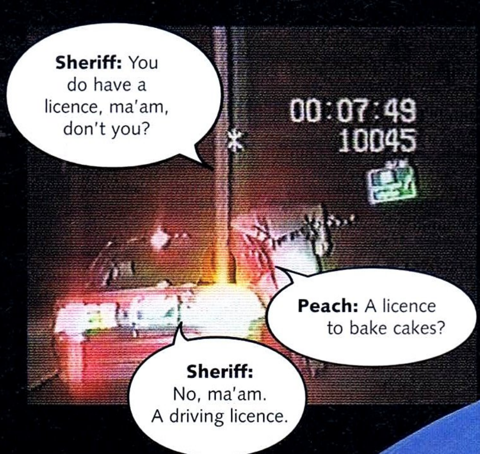


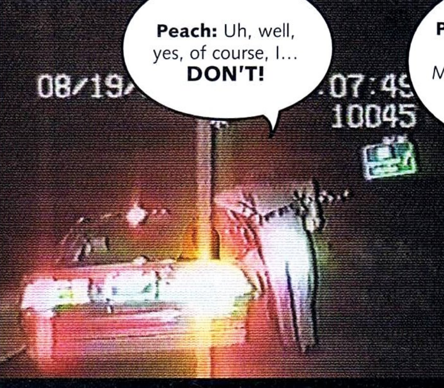
PEACH GOES MENTAL ON THE WORLD'S WILDEST POLICE VIDEOS

After achieving worldwide notoriety with her high-speed appearance in *Mario Kart 64*, Peach is caught on American TV show, The World's Wildest Police Videos, giving cops a headache...





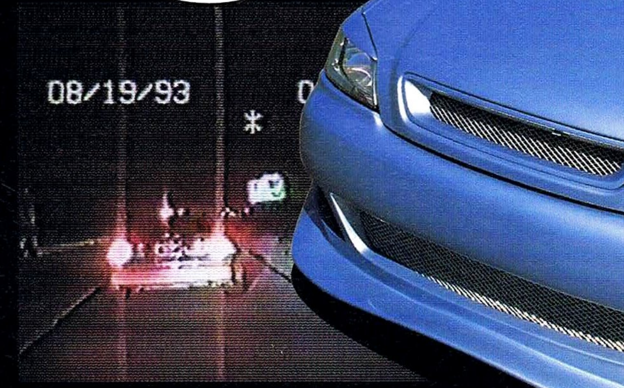




Peach: That's what I did to Mario on Choco Mountain, doughnut! You like? **YOU LIKE?!**

00:08:32
10088

Sheriff: Ten four, we've got a member of royalty on the run. She just told me where to stick it.



OFFENDING THE QUEEN!

LINK AND GANONDORF LET RIP AT THE ROYAL VARIETY PERFORMANCE

Following considerable critical and commercial success with *Zelda: Ocarina of Time*, Link and Ganondorf are invited to take part in the Christmas 1999 Royal Variety Performance in London…









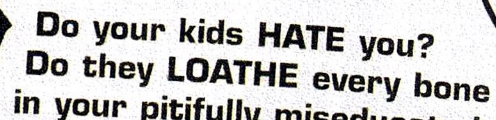






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But now, with TWANISAKKI, it's different. We've designed a legally dubious gamesplaying device* that cleverly mixes the design of several official gamesplaying devices but is different enough to prevent us from being sued. Canny or what? But that's not even the best bit! Because it looks similar to gamesplaying devices like the Gamecube (and, let us tell you, LOOKS is about as good as it gets – we haven't even figured out how to get *Space Invaders* up and running yet!), you CAN'T possibly get into trouble with the kids because you COULDN'T possibly know that that they wouldn't touch this piece of crap with a barge pole! It's an insurance policy for you, it's 100 quid cheaper than the la-dee-da official device and you're paying for the coffee machine in our meeting room! Cheers!

"My kids spilt Coke all over my favourite rug but Twanisakki offered me the ultimate retribution: the wrong console, no games and touch-it-and-it-breaks manufacturing quality! They're not so smart now. In fact, they're crying! Thanks, Twanisakki." – *Mrs M Leeper, Hull*

"You should have seen their faces when I shoved this up their noses! I would have paid millions to have caught that on camera. They'll never be as clever as me, the miserable little floaters!" – *Someone in Wales*

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*Unfortunately, we haven't checked the legal ramifications of referring to it as a console yet. If it's got a chipboard we nicked from a Casio calculator, does that count?

Ringtones 09069 182299

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Chart Hits

Say My Name - Destinys Child	111113
Angel - Shaggy	111114
Its Raining Men - Geri	111117
It Wasn't Me - Shaggy	111118
Play - J-LO	111122
Lady Marmalade - Christina Aguilera	111123
Bills Bills Bills - Destinys Child	111135
Jumpin - Destinys Child	111136
Pure Shores - All Saints	111156
Rock DJ - Robbie Williams	111160
American Pie - Madonna	111163
Don't Let Me Be - Britney Spears	111165
Under The Bridge - All Saints	111175
When You Say Nothing - Ronan	111177
Whole Again - Atomic Kitten	111183
Clint Eastwood - Gorillaz	111184
Pure and Simple - Hearsay	111185
Teenage Dirtbag - Wheatus	111186
Ain't It Funny - J-LO	111282
All Rise - Blue	111293
Don't Stop Moving - S Club 7	111294
Dancing in the Moonlight - Toploader	111306
Someone To Call My - Janet Jackson	111308
Breathless- The Corrs	111318
Runaway-The Corrs	111319
Beautiful Day - U2	111320
Stuck In A Moment - U2	111321
Babylon- David Gray	111324
Flying Without Wings - Westlife	111325
If I Let You Go - Westlife	111326
Always Come Back - Sam Mumba	111328
Gotta Tell You Samantha Mumba	111329
Fill Me In - Craig David	111332
Seven Days - Craig David	111333
Walking Away - Craig David	111334
Scream If You Wanna - Geri Halliwell	111338
All Or Nothing O Town	111339
Who Let The Dogs Out - Baha Men	111347
Flying Without Wings - Westlife	111325
If I Let You Go - Westlife	111326
19-2000 - Gorillaz	111228
Show Me the Way - Hearsay	111229
Survivor - Destinys Child	111242
Eternal Flame - Atomic Kitten	111256
No Matter What - Boyzone	111263
If You had My Love - J-Lo	111265
Eternity - Robbie Williams	111267
Perfect Gentleman - Wyclef Jean	111268
Heaven Is A Halfpipe - OPM	111269
Pop - Nsync	111273
Lets Get Loud - J-LO	111274

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Let Me Be Your - Robbie Williams	111277
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Seven Days - Craig David	111333
Walking Away - Craig David	111334
Scream If You Wanna - Geri Halliwell	111338
All Or Nothing O Town	111339
Who Let The Dogs Out - Baha Men	111347
Little Respect - Wheatus	111358
No Good 4 Me - So Solid Crew	111368
Take Me Home - Sophie Ellis Bextor	111374
Little L - Jamiroquai	111375
Turn Off The Light - Nelly Furtado	111378
Too Close - Blue	111380
Stuck In The Middle - Louise	111383
Take My Breath - Emma Bunton	111384
Electric Avenue - Eddie Grant	111187
Thong Song - Sisqo	111190
I Try - Macy Gray	111192
Its Gonna Be Me - NSYNC	111194
If I Let You Go - Westlife	111196

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Winnie The Pooh	111613
The A Team	111115
James Bond	111119
The Good, The Bad & The Ugly	111181
Muppets	111134
Benny Hill	111139
Rocky	111141
Scooby Doo	111142
633 Squadron	111608
Blackadder	111609
Formula One	111610
Red Dwarf	111611
Fawlty Towers	111448
Ghostbusters	111455
Captain Scarlett	111605
Monty Python	111496
Rainbow Theme	111562
Axel F Beverley Hills Cop	111601
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Battlestar Galactica	111464
Hawaii 5-0	111604
Blind Date	111482
Indiana Jones	111466
Star Wars - Cantina Theme	111124
Star Wars - Main Theme	111125
Jaws	111603
Superman	111143
Match of the Day	111126
Knight Rider	111127
Popeye	111129
Postman Pat	111131
The Flintstones	111465
Pink Panther	111133
South Park	111144
Looney Tunes	111151
Friends	111152
Charlies Angels	111153
Dirty Dancing	111249
Inspector Gadget	111251

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Butterfly - Crazy Town	111216
Thank You - Dido	111224
Transformers	111253
Austin Powers	111255
Thunderbirds	111279
Big Brother	111342
Uncle Song - South Park Movie	111344

Hottest Tones

Evergreen - Will Young	111659
It's In Your Eyes - Kylie Minogue	111639
A World Of Our Own - Westlife	111654
Different Point Of View - DB Boulevard	111662
Whenever Whenever - Shakira	111661
True Love Never Dies - Flip And Fill	111655
Addicted To Bass - Puretone	111636
Always on Time - Ja Rule	111644
What About Us? - Brandy	111656
Ever So Lonely - Jakatta	111657
To Get Down - Timo Maas	111658
Moi, Lolita - Alizee	111660
A Mind Of Its Own - Victoria Beckham	111663
Crazy Rap - Afroman	111631
Blow Your Whistle - DJ Alligator	111567
Country Road - Hermes House Band	111571
Can't Get You Out Of My Head - Kylie	111388
More Than A Woman - Aaliyah	111626
Hero - Enrique Iglesias	111642
Caught In The Middle - A1	111643
Get The Party Started - Pink	111640
Bad Intentions - Dr Dre	111620
At The Movies - Alien Ant Farm	111646
Murder On The - Sophie Ellis Bextor	111594
Lovely - Bubba Sparxxx	111647
Caramel - City High feat Eve	111648
B With Me - Mis-teeq	111649
Hey Baby - No Doubt	111650
Do Wah Diddy - DJ Otzi	111564
Bad Babysitter - Princess Superstar	111651
I Think I Love You - Kaci	111653
Am to Pm - Christina Milian	111635
Somethin Stupid - Robbie Williams	111556
Gotta Get Through - Daniel Bedingfield	111545
Because I Got - High Afroman	111454
Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Haterz - So Solid Crew	111574
You - S Club 7	111652
Its Love - GoldTrix	111637
Girls Girls Girls - Jay Z	111634
On The Radio - Nelly Furtado	111627
My Sweet Lord - George Harrison	111628
Drifting Away - Lange	111638
Diddy - P Diddy	111629
Overprotected - Britney Spears	111630
Points Of Authority - Linkin Park	111621
Will I - Ian Van Dahl	111547
You Can't Change Me - Roger Sanchez	111573
Catch - Kosheen	111598
Handbags & Gladrags - Stereophonics	111599
Lately - Samantha Mumba	111619
Words Are Not Enough - Steps	111600
They Don't Know - So Solid Crew	111519
Crying At The Disco... - Alcathazar	111586
Got You - Pharaoh Monche	111587
Smooth Criminal - Alien Ant Farm	111377
Who Do U Love - Riva/Danni Minogue	111554
Have You Ever - S Club 7	111543
You Are - Atomic Kitten	111542
Resurrection - PPK	111550
Rapture - iio	111491
Fight Music - D12	111504
Your Head At? - Basement Jaxx	111503
One Night Stand - Mis-teeq	111498
Calling - Geri Halliwell	111568
Everybody - Hearsay	111566
What If - Kate Winslett	111565
Bad Boy 4 Life - P Diddy	111394
Walk On - U2	111563
Party Hard - Andrew WK	111561
Hit Em Up - Blu Cantrell	111560
In Too Deep - Sum 41	111559
Paid My Dues - Anastacia	111555
Outside - Staind	111551
Free - Lighthouse Family	111546
Dance And Shout - Shaggy	111544
Emotion - Destiny's Child	111541
If You Come Back - Blue	111539
Queen Of My Heart - Westlife	111518
The Music's No Good Without U - Cher	111517
I'm Real - J-LO	111514
Bohemian Like You - Dandy Warhols	111513
Fallin - Aalicia Keys	111511
Don't Need the Sun To - Gabrielle	111506
Closer To Me - Five	111505
Im A Slave 4 U - Britney Spears	111497
You Got It Bad - Usher	111490
In The End - Linkin Park	111489
Flawless - The Ones	111488
Side - Travis	111486
First Date - Blink 182	111485
Smash Something - Redman	111478
On My Old Size 9s - Stereophonics	111477
Push The Tempo - Fatboy Slim	111471
Oh No - So Solid Crew	111469
Fat Lip - Sum 41	111468
Family Affair - Mary J Blige	111462
Thinking It Over - Liberty	111461

Ringtone Compatibility - Nokia: 3210, 3310, 3330, 5510, 61xx, 62xx, 8210, 8110i, 88xx, 7110, and the 9110(i). Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959(r) Motorola: T250, V50, V100, V8088 & Timeport 260

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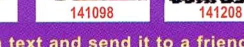






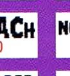


141013	141162	141160	141055	141130	141168
141214	141074	141014	141002	141021	141106
141079	141085	141217	141205	141083	141097
141012	141064	141164	141070	141090	141227
141207	141065	141245	141244	141242	141230
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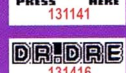
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131482	131580	131200	131107	131116	131514
131483	131141	131111	131582	131563	131518
131399	131416	131478	131590	131476	131473

Logo Maker (Do It Yourself) 09063 657018

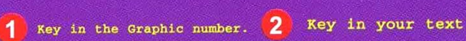
Just call - key it in - pick your graphic and it will usually be with you immediately!*




I♥ + M-I-C-H-E-L-L-E =



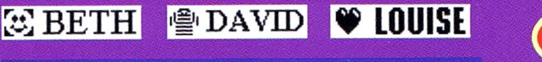
1 Key in the Graphic number. 2 Key in your text






Your number as a logo or Restore your original operator logo

GRAPHICS NUMBERS





732	729	728	748	769	742	751	759	767	731	736	725
760	721	730	747	761	723	744	756	745	735	770	749

*May take up to 24hrs. Use any alpha-numeric telephone. Number of characters may be limited and fonts may vary.

Compatibility - Nokia: 3210, 3310, 3330, 5110, 5190, 5510, 6110, 6130, 6150, 6190, 7110, 8810, 8210, 8850, 8890, and 9110(i) can receive graphics. 5110, 61xx, 7110 & 8310 cannot receive picture messages



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